

STAR THE LAST JEDI WARS™

INCREDIBLE CROSS-SECTIONS

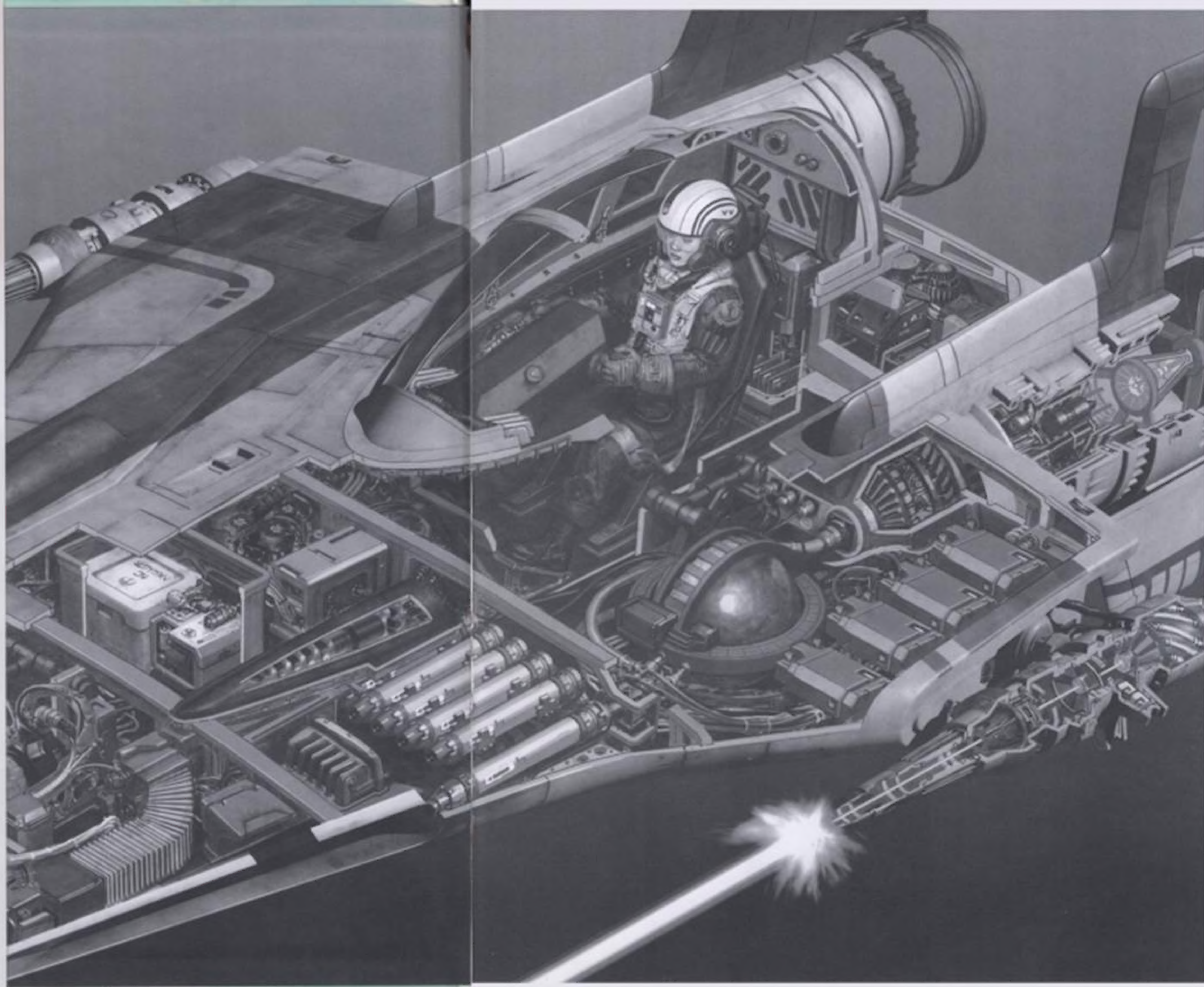
ILLUSTRATED BY KEMP REMILLARD • WRITTEN BY JASON FRY

ABOUT THIS BOOK

Created in close collaboration with Lucasfilm and Industrial Light & Magic, *Star Wars: The Last Jedi Incredible Cross-Sections* gives you an exclusive, unique look at the nimble starfighters, mighty capital ships, trusty transports, and powerful armored walkers seen in Episode VIII of the Star Wars saga.

DK was given special access to concept art, set photography, early production models, and digital renders, allowing the illustrator to bring these vehicles from screen to page with incredible accuracy. This is an indispensable reference book for any Star Wars fan.

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STAR THE LAST JEDI WARTM

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INTRODUCTION

STARKILLER BASE IS NO MORE, but the galaxy still faces grave peril after the First Order's deadly assault on Hosnian Prime. This sneak attack incinerated the New Republic capital, its leadership, and key elements of its fleet. With the galaxy's farflung worlds still reeling and off balance, a war fleet commanded by General Hux follows the Resistance's starfighters back to their base on D'Qar, hoping to avenge the defeat at Starkiller Base. Hux knows it is vital that they put an end to the Resistance

quickly, before opposition to the First Order can be organized. Although General Leia Organa and her allies escape from Hux's assault, Supreme Leader Snoke soon joins the pursuit of the fleeing Resistance, revealing his mighty flagship, and a fleet of secretly built Star Destroyers. Snoke hopes to witness Organa's demise, but is also mindful of reverberations in the Force—ripples caused by events on a lost world, where a desperate seeker has discovered the refuge of the last Jedi.

GALACTIC FACTIONS

THE RESISTANCE

The Resistance's predicament is dire. The New Republic is all but destroyed, and the First Order has unleashed its war machine to seek revenge for the raid on Starkiller Base. Leia Organa and fellow Resistance leaders fight back with a ragtag assembly of ships salvaged from New Republic scrapyards, lent by sympathetic allies, converted from civilian models, or left over from the days of the Rebel Alliance. With the galaxy's independent systems fearful of being drawn into renewed conflict, the Resistance stands alone against the First Order—making its brave pilots the last defense against a new era of tyranny.



THE FIRST ORDER

Even as he fought to destroy the Alliance, Emperor Palpatine was seeking answers to the oldest riddles of the Force among the mysterious star systems of the galaxy's Unknown Regions. Palpatine ordered Imperial scouts to blaze hyperspace trails beyond the frontier and constructed a vast network of labs, shipyards, and bases as part of his plan to expand the Empire once the rebel threat had been quelled. The First Order inherited these facilities, using them to make advances in military technology and create huge fleets and armies. It then awaited the right moment to unleash its fury on the New Republic and reclaim dominion over the galaxy.



ATTACK RUN

On board the Resistance bomber *Córuscator*, bombardier Edan Kappell prepares to target the First Order fleet. Edan is aware that even a single hit on its bomb bay could instantly vaporize his ship and its crew.



THE RADDUS

THE PRIDE OF the Resistance, the *Raddus* is a mobile command center for General Leia Organa and a symbol of the struggle for galactic freedom. Its name celebrates one of the Rebellion's earliest heroes, while its construction incorporates contributions from different shipyards and species. The *Raddus* serves as a carrier for the Resistance's hastily reconstituted starfighter corps. It is also the flagship of the ragged task force that flees D'Qar, just ahead of the First Order fleet bent on avenging the destruction of Starkiller Base. The fate of the Resistance and the dream of a free and peaceful galaxy both rest with this wounded warship. It races through space with an enigmatic commander at its helm and a restive crew desperately hoping that a safe haven can be found.

RAISED SHIELDS

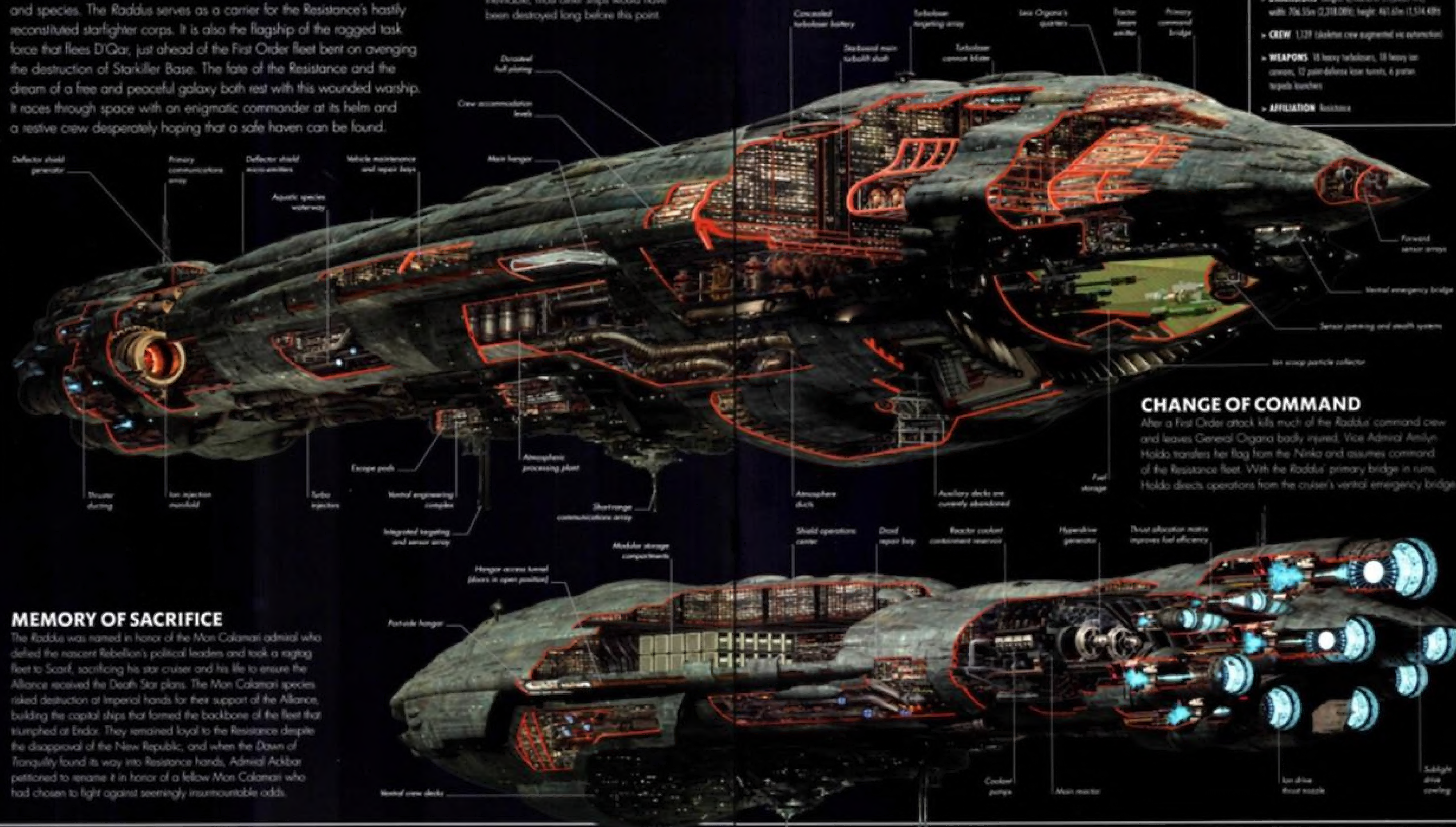
The advanced deflector shields that cocoon the *Raddus* are an experimental design, capable of sustaining huge amounts of damage before failing. Though their heavy punnelling by the First Order makes structural damage inevitable, most other ships would have been destroyed long before this point.

NEW OWNERSHIP

Originally named the *Dawn of Tranquility*, the *Raddus* once formed part of the New Republic's home fleet, but was decommissioned early—a move made with one eye on treaties limiting heavy warships and another on being able to reduce navy personnel. For the MCB5 line, the Mon Calamari worked with the venerable Cavellon Engineering Corporation to create interiors more amenable to non-amphibious crews. This has allowed the Resistance to avoid costly retrofits.

DATA FILE

- **MANUFACTURER** Mon Calamari Shipyard/Cavellon Engineering Corporation
- **MODEL** MCB5 Star Cruiser
- **CLASS** Star Cruiser
- **DIMENSIONS** Length: 3,438.37m (11,280.74ft); width: 706.55m (2,318.08ft); height: 461.6m (1,514.43ft)
- **CREW** 1,127 (includes crew augmented via droids)
- **WEAPONS** 18 heavy turbolasers, 18 heavy ion cannons, 17 point-defense laser turrets, 6 proton torpedo launchers
- **AFFILIATION** Resistance



MEMORY OF SACRIFICE

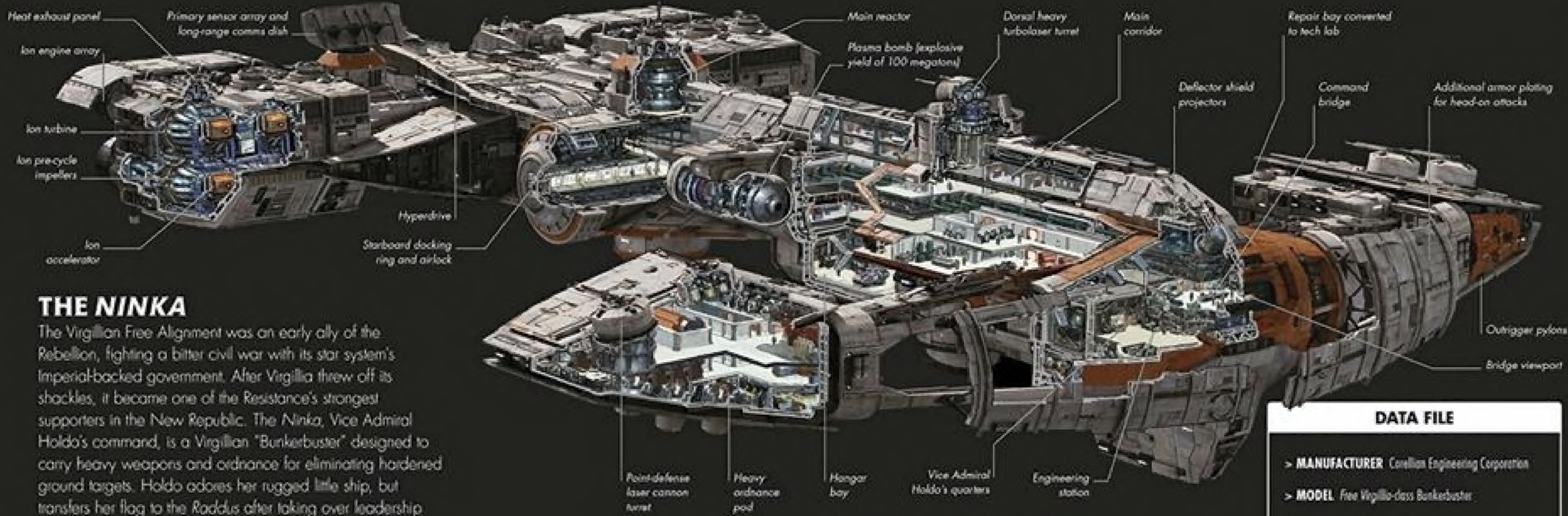
The *Raddus* was named in honor of the Mon Calamari admiral who defied the nascent Rebellion's political leaders and took a ragtag fleet to Scarf, sacrificing his star cruiser and his life to ensure the Alliance received the Death Star plans. The Mon Calamari species risked destruction at Imperial hands for their support of the Alliance, building the capital ships that formed the backbone of the fleet that triumphed at Endor. They remained loyal to the Resistance despite the disapproval of the New Republic, and when the *Dawn of Tranquility* found its way into Resistance hands, Admiral Ackbar petitioned to rename it in honor of a fellow Mon Calamari who had chosen to fight against seemingly insurmountable odds.

RESISTANCE CAPITAL SHIPS

THE RESISTANCE FLEET is barely worthy of the name: four capital ships, a handful of support craft, and a few squadrons of bombers and starfighters. But Leia Organa's movement has always relied on assets not recorded in an order of battle—local allies, a capable spy network, and clandestine support from the New Republic allowed it to keep tabs on the First Order. As Organa and her old friend Admiral Holdo remind impatient Resistance commanders, the Rebel Alliance triumphed because it stood for freedom and peace, a cause more powerful than any starfleet. But with the New Republic decapitated and in ruins, that philosophy faces a brutal test. Before the galaxy can respond to its attack on Hosnian Prime, the First Order plans to hunt down and destroy Organa and the Resistance leaders.

THE NINKA

The Virgillian Free Alignment was an early ally of the Rebellion, fighting a bitter civil war with its star system's Imperial-backed government. After Virgilia threw off its shackles, it became one of the Resistance's strongest supporters in the New Republic. The *Ninka*, Vice Admiral Holdo's command, is a Virgillian "Bunkerbuster" designed to carry heavy weapons and ordinance for eliminating hardened ground targets. Holdo adores her rugged little ship, but transfers her flag to the *Raddus* after taking over leadership of the Fleet from an incapacitated General Organa.

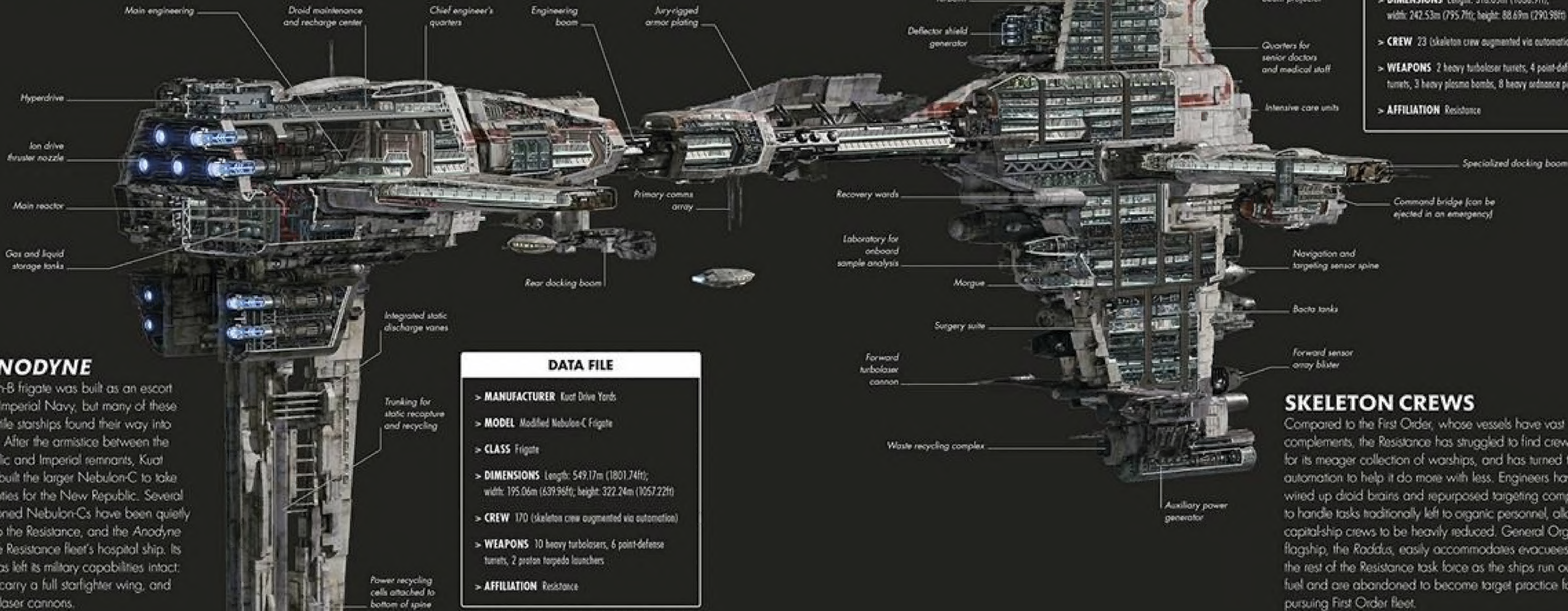


DATA FILE

- > **MANUFACTURER** Corellian Engineering Corporation
- > **MODEL** Free Virgilia-class Bunkerbuster
- > **CLASS** Corvette
- > **DIMENSIONS** Length: 316.05m (1036.91ft); width: 242.53m (795.71ft); height: 88.69m (290.98ft)
- > **CREW** 23 (skeleton crew augmented via automation)
- > **WEAPONS** 2 heavy turbolaser turrets, 4 point-defense turrets, 3 heavy plasma bombs, 8 heavy ordinance pods
- > **AFFILIATION** Resistance

THE ANODYNE

The Nebulon-B frigate was built as an escort craft for the Imperial Navy, but many of these tough, versatile starships found their way into rebel hands. After the armistice between the New Republic and Imperial remnants, Kuat Drive Yards built the larger Nebulon-C to take on similar duties for the New Republic. Several decommissioned Nebulon-Cs have been quietly transferred to the Resistance, and the *Anodyne* serves as the Resistance Fleet's hospital ship. Its conversion has left its military capabilities intact. It is able to carry a full starfighter wing, and bristles with laser cannons.



DATA FILE

- > **MANUFACTURER** Kuat Drive Yards
- > **MODEL** Modified Nebulon-C Frigate
- > **CLASS** Frigate
- > **DIMENSIONS** Length: 549.17m (1801.74ft); width: 195.06m (639.96ft); height: 322.24m (1057.22ft)
- > **CREW** 170 (skeleton crew augmented via automation)
- > **WEAPONS** 10 heavy turbolasers, 6 point-defense turrets, 2 proton torpedo launchers
- > **AFFILIATION** Resistance

SKELETON CREWS

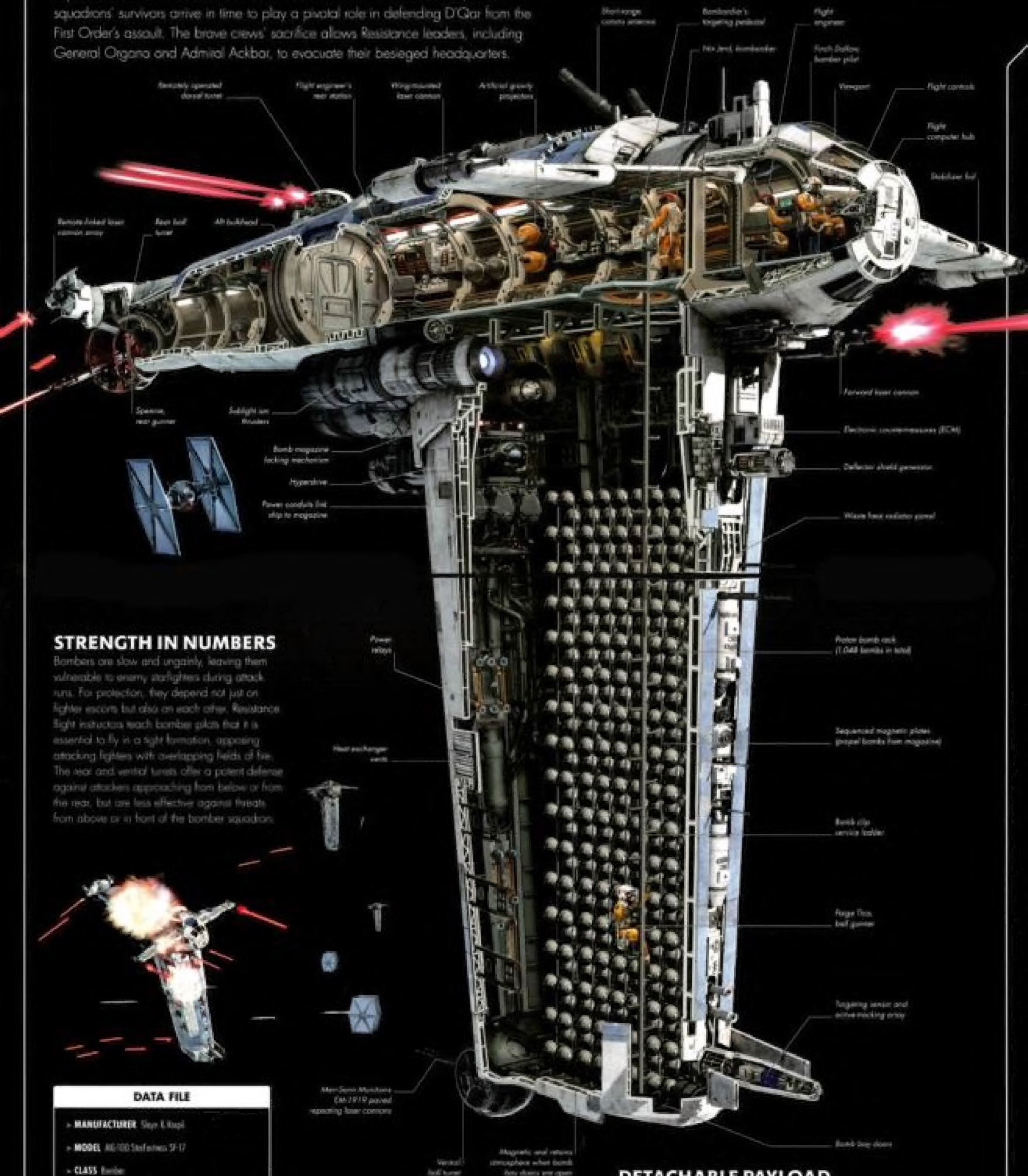
Compared to the First Order, whose vessels have vast complements, the Resistance has struggled to find crews for its meager collection of warships, and has turned to automation to help it do more with less. Engineers have wired up droid brains and repurposed targeting computers to handle tasks traditionally left to organic personnel, allowing capitalship crews to be heavily reduced. General Organa's flagship, the *Raddus*, easily accommodates evacuees from the rest of the Resistance task force as the ships run out of fuel and are abandoned to become target practice for the pursuing First Order Fleet.

RESISTANCE BOMBER

PRESSING ITS WAR with the Empire's remnants, the New Republic contracted with Slayn & Korpil for the MG-100 Starfortress, a dedicated bomber that could deliver a far larger payload than starfighters. The Senate's subsequent demilitarization effort sent many of these bombers to the scrapyards, and some found their way into Resistance hands. A mercy mission to Atterra by D'Qar's Cobalt and Crimson Squadrons left the bombers unavailable for the assault on Starkiller Base, but the squadrons' survivors arrive in time to play a pivotal role in defending D'Qar from the First Order's assault. The brave crews' sacrifice allows Resistance leaders, including General Organa and Admiral Ackbar, to evacuate their besieged headquarters.

FLEXIBLE FLIER

Strapped for resources, the Resistance has improvised by using its Starfortresses on non-military missions. In the Atterra campaign, bombers delivered probes to spy on the First Order and ferried supplies to Atterra Baza, eluding detection through power-buffing technology that hides energy emissions. Decommissioned MG-100s also see widespread civilian use. Mining companies use them to drop explosives that break up ice and rock; local governments deploy them as rescue ships, fuel tankers, and firefighting craft; and scout services rely on them for celestial mapping and exploration.



STRENGTH IN NUMBERS

Bombers are slow and ungainly, leaving them vulnerable to enemy starfighters during attack runs. For protection, they depend not just on lighter escorts, but also on each other. Resistance flight instructors teach bomber pilots that it is essential to fly in a tight formation, opposing attacking fighters with overlapping fields of fire. The rear and ventral turrets offer a potent defense against attackers approaching from below or from the rear, but are less effective against threats from above or in front of the bomber squadron.



DATA FILE

- **MANUFACTURER** Slayn & Korpil
- **MODEL** MG-100 Starfortress SF-17
- **CLASS** Bomber
- **DIMENSIONS** Length: 29.6m (97.3ft); width: 15.3m (50.2ft); height: 21.6m (71.0ft)
- **CREW** 5 (pilot, flight engineer, bombardier, and 2 gunners)
- **WEAPONS** 3 laser cannon turrets, 4 medium laser cannons, proton bombs
- **AFFILIATION** Resistance

DETACHABLE PAYLOAD

The bomb bay and ventral ball turret are housed within a separate magazine "clip" that slots into the fuselage, with the bombardier's targeting pedestal rising through a hatch in the flight deck. Separating the two components allows for more efficient stowage and easier post-flight maintenance. Resistance armories load the bomb bay's payload while it is horizontal, then rotate the clip into position below a gantry used by the crew to enter the flight deck. When such facilities aren't available, the clip can be left coupled with the fuselage for docking at space wharves or orbital facilities.

A-WING

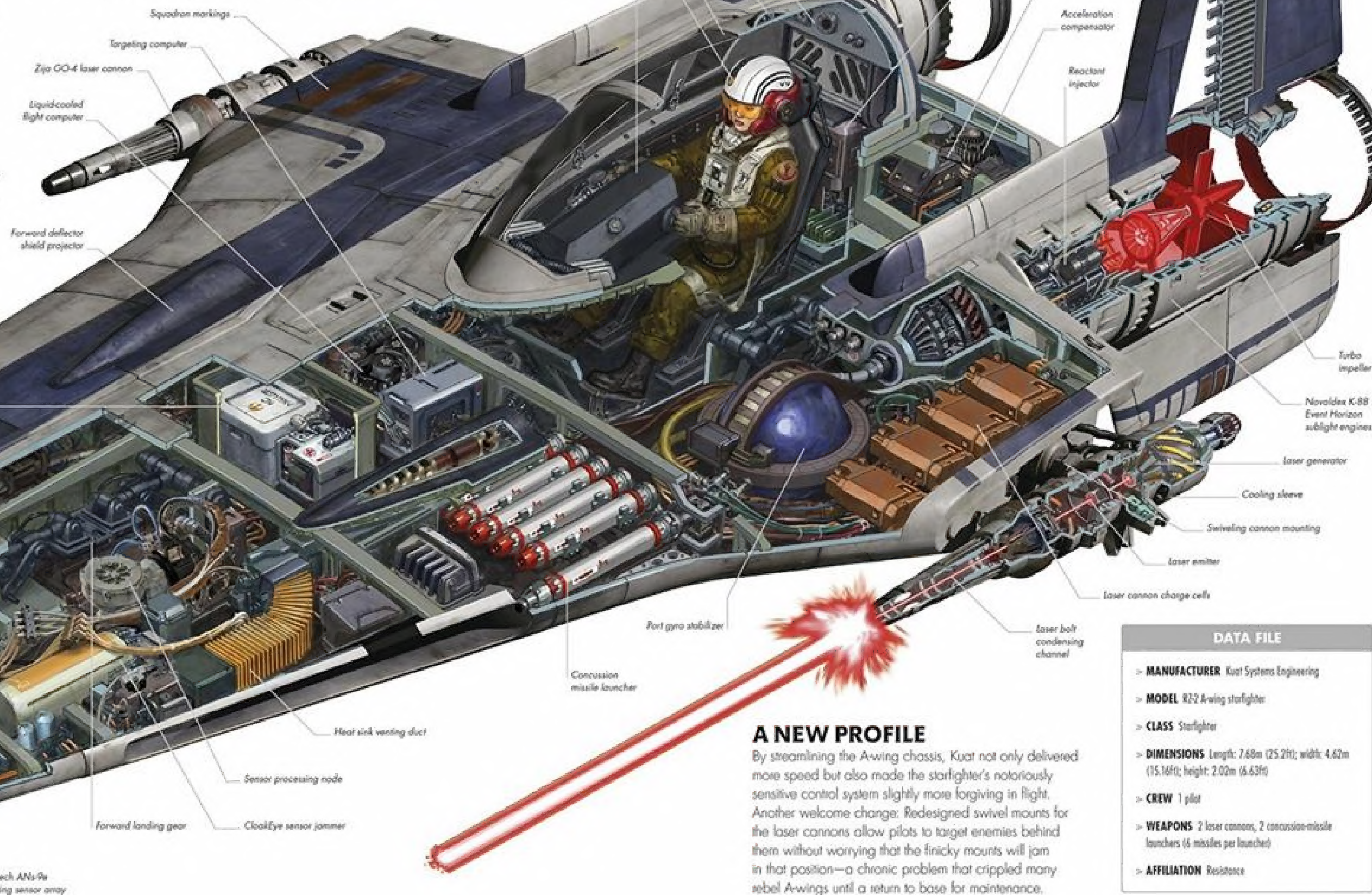
THE SUCCESSOR to an Alliance starfighter beloved for its speed but bemoaned for frequent breakdowns, the Resistance A-wing incorporates generations of improvements by rebel techs into a sleeker, longer frame delivering stability as well as speed. The New Republic has cut A-wing production to a minimum, but the Resistance uses these fighters for everything from reconnaissance patrols to bomber escort missions. As with a previous generation's rebels, Resistance pilots take pride in proving they have the skills and daring to master this ultra-fast, yet temperamental, starfighter.

SPEED AND STEALTH

Like its rebel predecessor, the Resistance A-wing is ideal for missions that require speed: hit-and-run raids, surgical strikes on capital ships, and intelligence-gathering missions. A capable pilot can emerge from hyperspace, engage the fighter's powerful suite of imagers and sensors, streak around an objective at top speed, and vanish back into hyperspace, all while enemy ground crews are still scrambling to get fighters airborne. The RZ2 improves on its predecessors' capabilities, with more powerful sensors for faster data collection and upgraded jammers to impede detection.

FIGHTER'S FOREBEARS

Kuat designers developed the original RZ2 prototype as a replacement for the Republic's Aethersprite starfighter, but sold the initial batch to the planet Tammuz-on after the Empire rejected mass production of the craft. Rebel cells acquired several RZ2s and stripped them down to boost the fighter's speed and acceleration in an effort to counter the Empire's new TIE interceptors. After these so-called RZ-1s played a key role in the Alliance's victory at Endor, Kuat resurrected its forgotten prototype to create the RZ2, standardizing years of field modifications and making the chassis slimmer and longer to yield even more speed.



A NEW PROFILE

By streamlining the A-wing chassis, Kuat not only delivered more speed but also made the starfighter's notoriously sensitive control system slightly more forgiving in flight. Another welcome change: Redesigned swivel mounts for the laser cannons allow pilots to target enemies behind them without worrying that the finicky mounts will jam in that position—a chronic problem that crippled many rebel A-wings until a return to base for maintenance.

DATA FILE

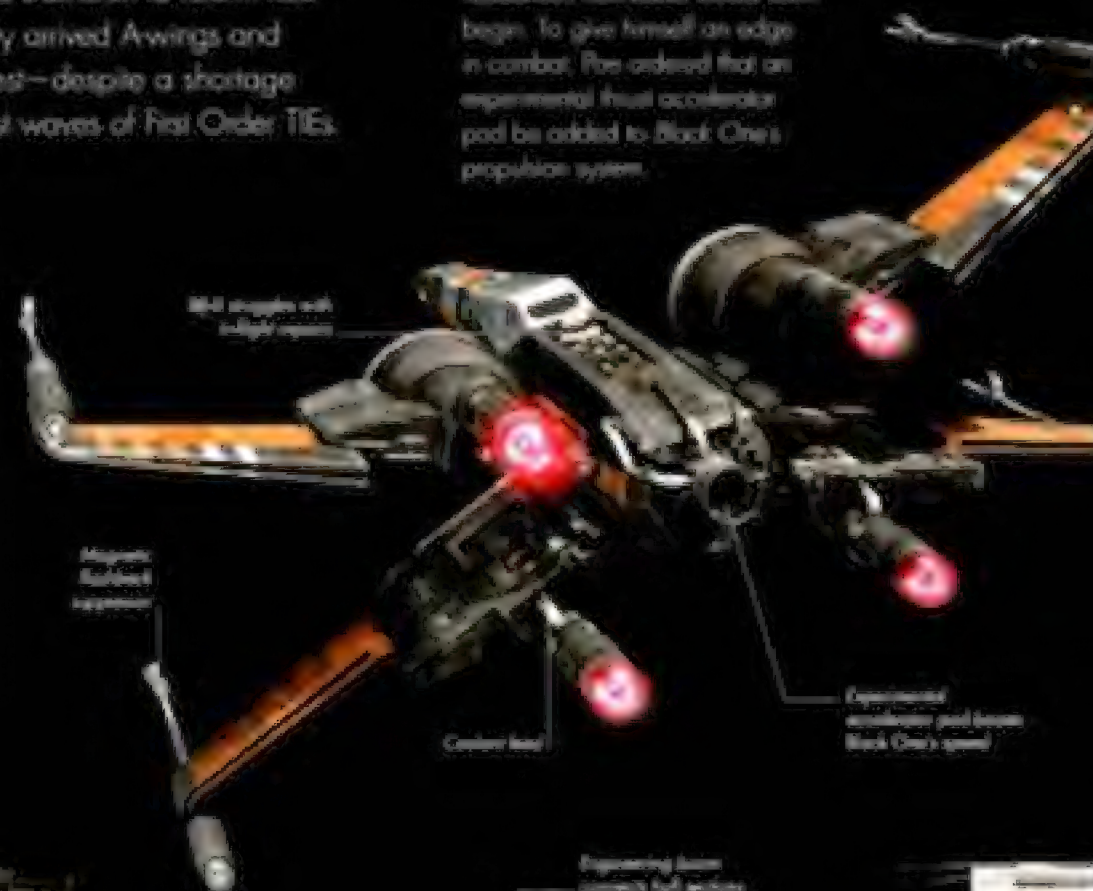
- > **MANUFACTURER** Kuat Systems Engineering
- > **MODEL** RZ2 A-wing starfighter
- > **CLASS** Starfighter
- > **DIMENSIONS** Length: 7.68m (25.2ft); width: 4.62m (15.16ft); height: 2.02m (6.63ft)
- > **CREW** 1 pilot
- > **WEAPONS** 2 laser cannons, 2 concussion-missile launchers (6 missiles per launcher)
- > **AFFILIATION** Resistance

RESISTANCE CRAFT

THE STARFIGHTER PILOTS who serve in the Resistance have no time to celebrate their victory at Starkiller Base. A First Order task force tracks them to D'Qar, determined to avenge the destruction of their planet-killing weapon by wiping out the group that has plagued them for so long. The Battle for Starkiller Base inflicted fearful losses on the Resistance's pilot ranks, forcing Poe Dameron to reform Red and Blue Squadrons with help from newly arrived A-wings and X-wings. The pilots face an immediate test—despite a shortage of fuel, they must protect bombers against waves of First Order TIEs.

DATA FILE

- **MANUFACTURER** Invenfall's
- **MODEL** T-70 X-wing (modified)
- **CLASS** Starfighter
- **DIMENSIONS** length: 12.74m (41.81'); width: 10.81m (35.47'); height: 4.05m (13.29')
- **CREW** 1 pilot plus 1 extended pod
- **WEAPONS** 4 laser cannons, 8 proton torpedoes (standard configuration)
- **AFFILIATION** Resistance



BLACK ONE

Faster and better-armed than the rebel war's T-65 X-wings, the T-70 forms the backbone of the Resistance's starfighter corps. Poe Dameron's customized T-70, Black One, returned from Starkiller Base with a bad case of carbon scoring and dangerously frayed fire-control linkages. Poe immediately ordered that his fighter be taken into a repair bay, all too aware that the Resistance's next battle would soon begin. To give himself an edge in combat, Poe ordered that an experimental thrust accelerator pod be added to Black One's propulsion system.

DATA FILE

- **MANUFACTURER** Sienar Fleet
- **MODEL** Extended light shuttle
- **CLASS** Transport
- **DIMENSIONS** length: 7.75m (25.38'); width: 5.29m (17.38'); height: 5.73m (18.77')
- **CREW** 1 pilot plus 1 passenger
- **WEAPONS** None
- **AFFILIATION** Resistance



RESISTANCE TRANSPORT POD

Needing a transport capable of carrying troops and officers, Resistance techs grafted B-wing Mark II cockpits to civilian passenger modules to create a custom design. When the passenger module is detached, the cockpit section itself can be modified with a hyperdrive to serve as a light shuttle. This small, unarmed craft proves ideal for Poe and Finn to use on their rogue mission to Cantonica.

THE VIGIL

When Galactic Yards went bankrupt, the Empire engineered its takeover by Kuat Drive Yards, one of the regime's most staunch backers. KDY retained existing Galactic designs with elements of its Nebulon freight line to create a series of cargo frigates, complementing cargo capacity with basic defenses against pirates. The resulting ships, dubbed the Valkyrie-class, loved poorly, and many of them were dumped on the secondary market where, ironically, they became a favorite craft of pirate bands. Resistance commanders captured the Vigil from pirates in a battle off the Chastellan Shoals.

DATA FILE

- **MANUFACTURER** Kuat Drive Yards
- **MODEL** Valkyrie-class cargo frigate
- **CLASS** Frigate
- **DIMENSIONS** length: 45.92m (150.61'); width: 7.18m (23.54'); height: 15.45m (50.69')
- **CREW** 20
- **WEAPONS** 4 laser cannons, 2 tractor beam projectors
- **AFFILIATION** Resistance

Primary sublight drive engines

ARMORED GUARDIANS

Within his throne room on board the Japanese Emperor's Floating Guard ship he had his all defense. These warriors, like warriors everywhere, did their job with freedom and courage.



THE SUPREMACY

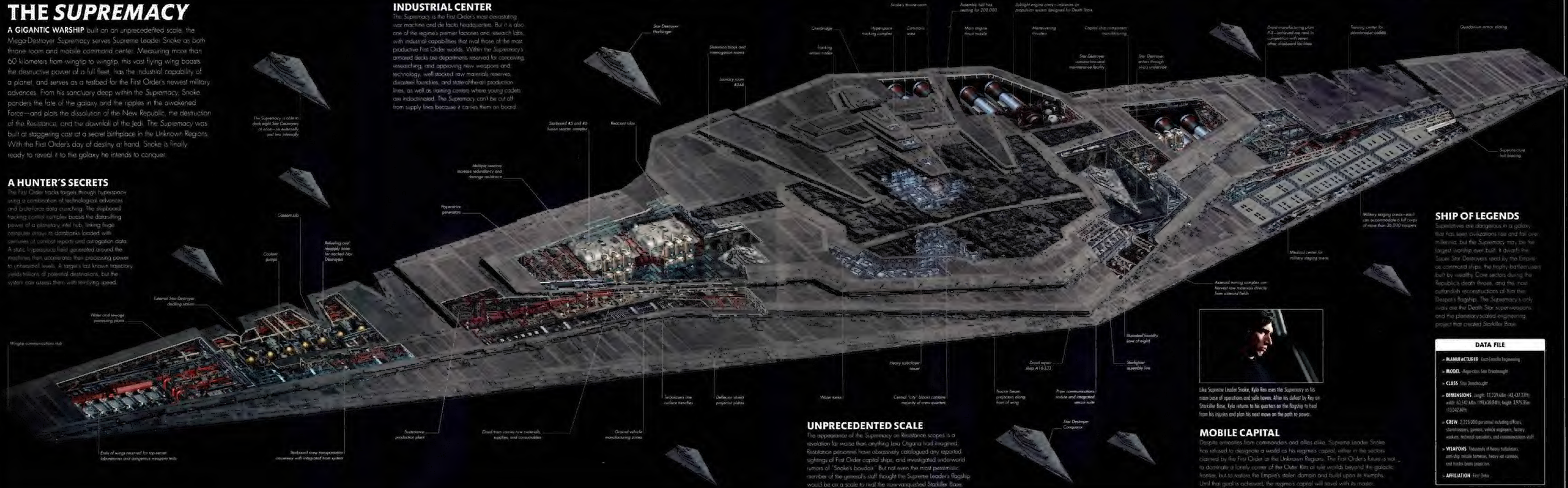
A GIGANTIC WARSHIP built on an unprecedented scale, the Mega-Destroyer *Supremacy* serves Supreme Leader Snoke as both throne room and mobile command center. Measuring more than 60 kilometers from wingtip to wingtip, this vast flying wing boasts the destructive power of a full fleet, has the industrial capability of a planet, and serves as a testbed for the First Order's newest military advances. From his sanctuary deep within the *Supremacy*, Snoke ponders the fate of the galaxy and the ripples in the awakened Force—and plots the dissolution of the New Republic, the destruction of the Resistance, and the downfall of the Jedi. The *Supremacy* was built at staggering cost at a secret birthplace in the Unknown Regions. With the First Order's day of destiny at hand, Snoke is finally ready to reveal it to the galaxy he intends to conquer.

A HUNTER'S SECRETS

The First Order tracks targets through hyperspace using a combination of technological advances and brute-force data crunching. The shipboard tracking control complex boasts the data-sifting power of a planetary intel hub, linking huge computer arrays to databanks loaded with centuries of combat reports and astrogation data. A static hyperspace field generated around the machines then accelerates their processing power to unheard-of levels. A target's last known trajectory yields trillions of potential destinations, but the system can assess them with terrifying speed.

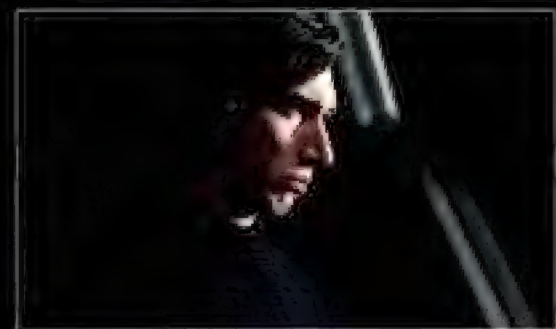
INDUSTRIAL CENTER

The *Supremacy* is the First Order's most devastating war machine and de facto headquarters. But it is also one of the regime's premier factories and research labs, with industrial capabilities that rival those of the most productive First Order worlds. Within the *Supremacy*'s armored decks are departments reserved for conceiving, researching, and approving new weapons and technology, well-stocked raw materials reserves, durasteel foundries, and state-of-the-art production lines, as well as training centers where young cadets are indoctrinated. The *Supremacy* can't be cut off from supply lines because it carries them on board.



SHIP OF LEGENDS

Superlatives are dangerous in a galaxy that has seen civilizations rise and fall over millennia, but the *Supremacy* may be the largest warship ever built. It dwarfs the Super Star Destroyers used by the Empire as command ships, the highly battle-tested built by wealthy Core sectors during the Republic's death throes, and the most outlandish reconstructions of Admiral Despard's flagship. The *Supremacy*'s only rivals are the Death Star superweapons and the planetary-scale engineering project that created Starkiller Base.



Like Supreme Leader Snoke, Kylo Ren uses the *Supremacy* as his main base of operations and safe haven. After his defeat by Rey on Starkiller Base, Kylo returns to his quarters on the flagship to heal from his injuries and plan his next move on the path to power.

MOBILE CAPITAL

Despite antipathies from commanders and allies alike, Supreme Leader Snoke has refused to designate a world as his regime's capital, either in the sectors claimed by the First Order or the Unknown Regions. The First Order's future is not to dominate a lonely corner of the Outer Rim or rule worlds beyond the galactic frontier, but to restore the Empire's stolen domain and build upon its triumphs. Until that goal is achieved, the regime's capital will travel with its master.

UNPRECEDENTED SCALE

The appearance of the *Supremacy* on Resistance scopes is a revelation far worse than anything Leia Organa had imagined. Resistance personnel have obsessively catalogued any reported sightings of First Order capital ships, and investigated underworld rumors of "Snoke's boudoir." But not even the most pessimistic member of the general's staff thought the Supreme Leader's flagship would be on a scale to rival the now-vanquished Starkiller Base.

DATA FILE

- MANUFACTURER: Kuat-Entron Engineering
- MODEL: Flag-class Star Destroyer
- CLASS: Star Destroyer
- DIMENSIONS: Length: 11,729.6m (43,437.7ft); width: 40,542.6m (133,000.8ft); height: 1,975.3m (6,481.3ft)
- CREW: 2,225,000 personnel including officers, starfighters, gunners, vehicle engineers, factory workers, technical specialists, and communications staff
- WEAPONS: Thousands of heavy turbolasers, anti-ship missile batteries, heavy ion cannons, and tractor beam projectors
- AFFILIATION: First Order

TIE SILENCER

AS THE FIRST ORDER closes in on the Resistance fleet, Kylo Ren leads the attack in a prototype starfighter, the TIE silencer. With a hull as black as space, the silencer is a fearsome opponent—fast enough to engage rival fighters, yet packing heavy weapons that can crack the shields and armor of capital ships. The starfighter incorporates the latest First Order military innovations, and includes experimental stealth gear meant to foil sensors and tracking. Kylo's detailed postflight reports allow Sienar-Jaemus techs to refine onboard systems, with an eye toward the day when shipyards begin mass-producing silencers for the regime's frontline units.

DATA FILE

- > **MANUFACTURER** Sienar-Jaemus Fleet Systems
- > **MODEL** TIE/vn space superiority fighter
- > **CLASS** Starfighter
- > **DIMENSIONS** Length: 17.43m (57.19ft); width: 7.62m (25ft); height: 3.76m (12.34ft)
- > **CREW** 1 pilot
- > **WEAPONS** 2 Sienar-Jaemus Fleet Systems L-12.6 laser cannons; 2 SWS L-7.5 heavy laser cannons; Anakyl S17 concussion and magpulse warhead launchers
- > **AFFILIATION** First Order

TWIN TRADITIONS

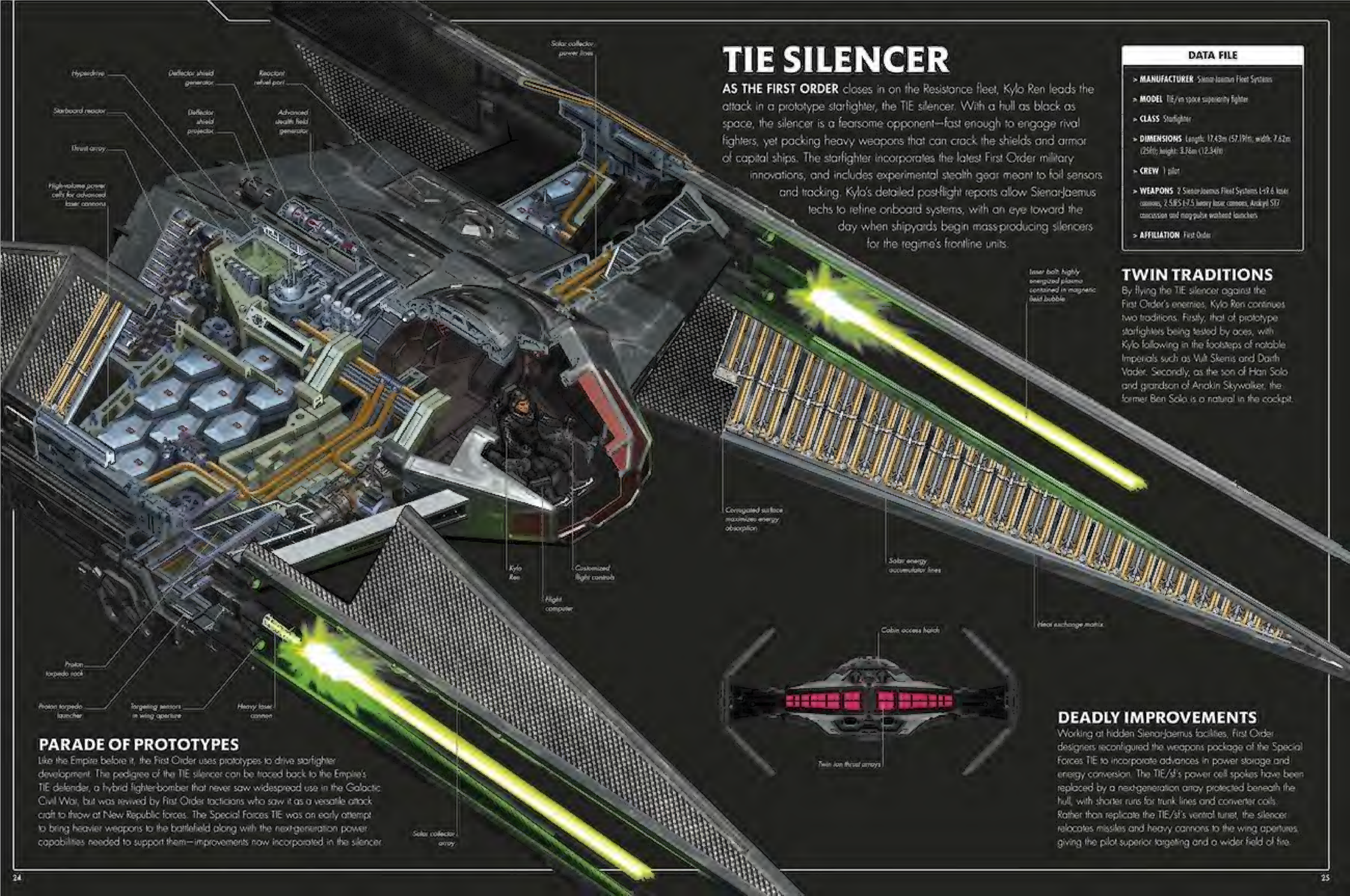
By flying the TIE silencer against the First Order's enemies, Kylo Ren continues two traditions. Firstly, that of prototype starfighters being tested by aces, with Kylo following in the footsteps of notable Imperials such as Vult Skeris and Darth Vader. Secondly, as the son of Han Solo and grandson of Anakin Skywalker, the former Ben Solo is a natural in the cockpit.

PARADE OF PROTOTYPES

Like the Empire before it, the First Order uses prototypes to drive starfighter development. The pedigree of the TIE silencer can be traced back to the Empire's TIE defender, a hybrid fighter-bomber that never saw widespread use in the Galactic Civil War, but was revived by First Order tacticians who saw it as a versatile attack craft to throw at New Republic forces. The Special Forces TIE was an early attempt to bring heavier weapons to the battlefield along with the next-generation power capabilities needed to support them—improvements now incorporated in the silencer.

DEADLY IMPROVEMENTS

Working at hidden Sienar-Jaemus facilities, First Order designers reconfigured the weapons package of the Special Forces TIE to incorporate advances in power storage and energy conversion. The TIE/sf's power cell spokes have been replaced by a next-generation array protected beneath the hull, with shorter runs for trunk lines and converter coils. Rather than replicate the TIE/sf's ventral turret, the silencer relocates missiles and heavy cannons to the wing apertures, giving the pilot superior targeting and a wider field of fire.



FIRST ORDER CRAFT

THE ACCORDS that governed relations between the New Republic and the First Order placed strict limits on the size and capabilities of capital ships, agreements that were hailed as promises of peace for a war-weary galaxy. The D'Qar assault reveals those promises were empty: The First Order Star Destroyer *Finalizer* leads the attack, accompanied by a huge Siege Dreadnought. More than two dozen other Star Destroyers then join the fight, accompanied by the First Order's mightiest warship—Snake's aptly named *Mega-Destroyer*, the *Supremacy*.

DATA FILE

- **MANUFACTURER** Sienar Industries First Systems
- **MODEL** Spillo-class command shuttle
- **CLASS** Transport
- **DIMENSIONS** length 14.1m (46.26ft); width 13.5m (44.29ft); height 17.2m (56.43ft)
- **CREW** 1–5 plus up to 18 passengers
- **WEAPONS** 2 twin heavy laser cannons
- **AFFILIATION** First Order

COMMAND SHUTTLE

These black, bat-winged shuttles carry First Order dignitaries such as Kylo Ren. Communications monitors, scanning suites, shield projectors, and powerful jammer lines their rail, extendable wings protecting the shuttle's valuable passengers from attack.

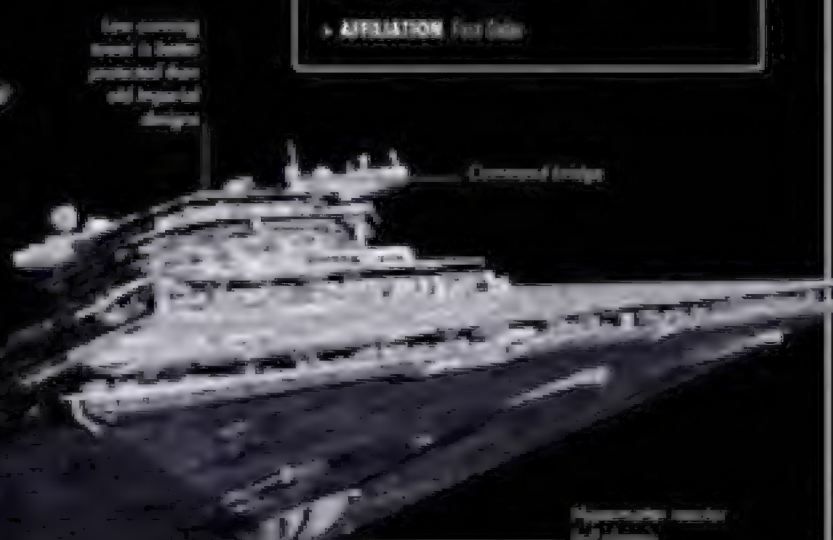


LIGHT SHUTTLE

The First Order uses compact, handy *Nickass* light shuttles for everything from ferrying officers to transporting equipment. Unlike larger command shuttles, *Nickass* shuttles have only light weapons and minimal shields, relying on fighter escorts for protection. Rose and Finn escape the *Supremacy* in a stolen light shuttle.

DATA FILE

- **MANUFACTURER** Sienar Industries First Systems
- **MODEL** 18-class light shuttle
- **CLASS** Transport
- **DIMENSIONS** length 11.8m (38.71ft); width 12.8m (41.98ft); height 16.1m (52.80ft)
- **CREW** 1–2 plus up to 4 passengers
- **WEAPONS** 2 light laser cannons
- **AFFILIATION** First Order



DATA FILE

- **MANUFACTURER** Kuat Systems Engineering
- **MODEL** Bourgeois-class Star Destroyer
- **CLASS** Interceptor
- **DIMENSIONS** length 2,175.84m (7,154.4ft); width 1,482.5m (4,862.03ft); height 491.8m (1,613.20ft)
- **CREW** 17,000 officers, 51,000 enlisted, 8,000 stormtroopers
- **WEAPONS** More than 1,500 turbolasers, point-defense laser cannons, rail-gun cannons
- **AFFILIATION** First Order

STAR DESTROYER

During his mission to Jakku, Poe Dameron was held captive aboard the *Finalizer*, one of a long-ignored new class of First Order Star Destroyers built in secret shipyards deep within the Unknown Regions. More than two dozen of these warships join the pursuit of the Resistance fleet. Besides heavy turbolasers powered by cyber crystals, each Star Destroyer carries a full legion of stormtroopers, a hundred assault coys, and two wingfighter wings.



DREADNOUGHT

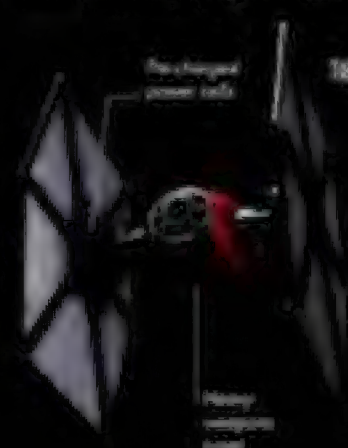
One of the First Order's largest warships, the *Fulminator* is a Siege Dreadnought that dwarfs General Hux's flagship, the *Finalizer*. The *Fulminator* is the latest in the *Mandator* line, which originated in the decades before the Clone Wars. The Dreadnought's underside holds massive orbital bombardment cannons that can punch through planetary shields, then rain destruction on enemy worlds.

DATA FILE

- **MANUFACTURER** Kuat Systems Engineering
- **MODEL** *Mandator* 8-class Siege Dreadnought
- **CLASS** Star Dreadnought
- **DIMENSIONS** length 7,447.7m (24,463.0ft); width 4,721.02m (15,502.4ft); height 770.85m (2,528.04ft)
- **CREW** 51,000 officers, 141,000 enlisted, 22,000 stormtroopers
- **WEAPONS** 2 orbital bombardment cannons, 26 dorsal point-defense turrets, 4 tactical beam projectors
- **AFFILIATION** First Order

TIE FIGHTERS

Like their Imperial predecessors, standard First Order TIE fighters (TIE/fo) lack hyperdrives and are limited to short-range operations, but these new-generation TIEs are defended by shields, miniaturized by years of research in First Order labs. The Special Forces TIE (TIE/sf) is a versatile attack ship that carries a gunner as well as a pilot, is outfitted with a hyperdrive, and is equipped with a turret carrying more powerful weapons.



DATA FILE

- **MANUFACTURER** Sienar Industries First Systems
- **MODELS** TIE/fo basic standard fighter, TIE/sf space superiority fighter
- **CLASS** Starfighter
- **DIMENSIONS** length 4.92m (16.14ft); width 6.34m (20.80ft); height 6.17m (20.24ft)
- **CREW** 1 pilot (TIE/fo), 1 pilot and 1 gunner (TIE/sf)
- **WEAPONS** 2 laser cannons (TIE/fo), 2 laser cannons, 1 dual heavy laser barrel, 1 concussion and mag-yoke rocket launcher (TIE/sf)
- **AFFILIATION** First Order

CANTO BIGHT POLICE SPEEDER

CANTO BIGHT'S winding alleys and promenades are difficult terrain for the heavy speeders favored by most police forces, so local law enforcement depends on nimble repulsorcraft known as jitsticks. These craft are easy to control, with officers directing them by leaning one way or the other, and accelerating and braking with foot pedals and handheld throttles. Their laser cannons are generally set for stun, but can kill a humanoid or disable a civilian vehicle at full power. While jitsticks are not capable of true atmospheric flight, they can easily reach rooftop level or cross small stretches of water.

DATA FILE

- **MANUFACTURED** Tachinid Arms
- **MODELS** Cantos police QB-134 jitstick
- **CLASS** Speeder bike
- **DIMENSIONS** Length 2.19m (7'2"), width 2.1m (6'10"), height 2.1m (6'10")
- **CREW** 1 pilot/officer
- **WEAPONS** 1 jet-propelled laser cannon
- **AFFILIATION** Canto Bight Police Department

QUICK RESPONSE

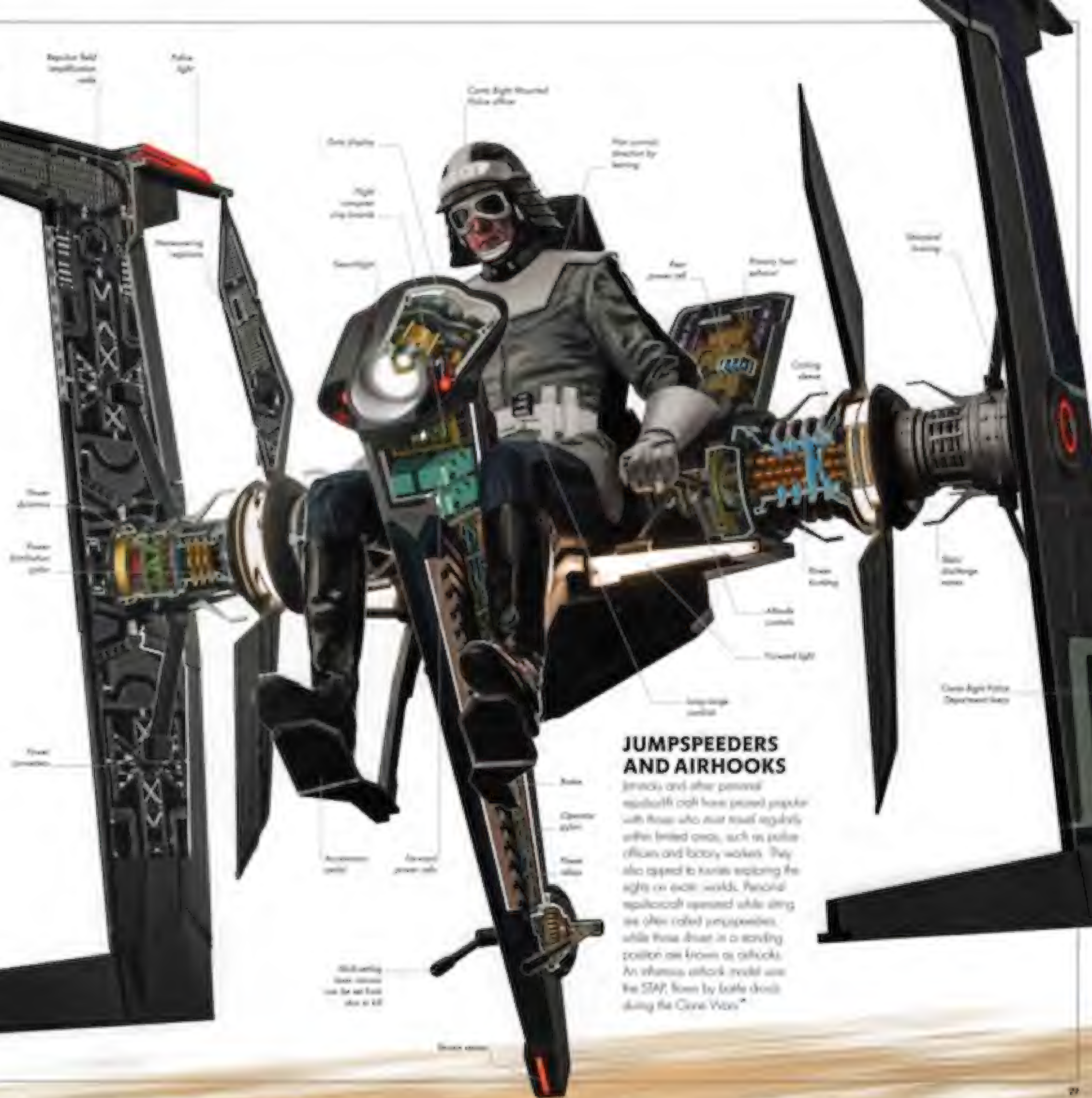
The role of a jitstick's crew remains unclear in Canto Bight, but the police are keeping an eye out for shady characters down to the glitzy and glamorous of galactic high life. Officers use dual-mounted data displays to identify translocations and exchange information while loitering in the old city's ground systems or patrolling the labyrinth of ground streets. In the event of trouble, an officer activates the jitstick's guns and speeds to the scene, ready to confront with foot pedals or call for backup from heavier units.

KEEPING THE PEACE

The Canto Bight Police Department is well equipped and its officers are well paid. This is all part of Cantorica's strategy to keep the wealthy engaged or going looting and racketeering, so credits flow freely from the pockets and into the coffers of the planet's entertainment barons. The police are trained to avoid deadly force if at all possible, keeping Canto Bight a sunny playground free of shadows cast by inequality and galactic unrest. The CBPD uses jitsticks to contain trouble, responding quickly, firing stun bolts, and carting miscreants off to answer for their crimes at the convenience of a magistrate.

JUMPSPEEDERS AND AIRHOOKS

Jitsticks and other personal repulsorcraft often have proved popular with those who must travel regularly within limited areas, such as police officers and factory workers. They also appeal to tourists exploring the sights on exotic worlds. Personal repulsorcraft operated while sitting are often called jumpspeeders, while those driven in a standing position are known as pitsticks. An infamous airhook model was the STAR, flown by Luke Skywalker during the Clone Wars.



CANTO BIGHT SPEEDERS

THE ENTRANCES to Canto Bight's casinos aren't just a prelude to the pleasures waiting within, but a stage for showing off a dizzying array of luxury speeders, many of them heavily customized by the mod shops in Canto Bight's Old Town. Well-connected visitors reserve flashy rides before their arrival, with chauffeurs available for those who'd rather be driven than take the controls themselves. The nighttime thoroughfares of Canto Bight are a parade of gleaming, growling street machines, and many a visitor leaves delighted by the display and wanting to own a piece of it. The mod shops soon find themselves with another customer boasting an oversized bank account and requesting a creation that will make even the most jaded head turn.



Roadsters arriving for a night at the casinos are greeted by valets trained to operate speeders designed for a vast range of appendages. These are also made as hard to take charge of truly exotic models. Well-connected visitors also staff when a visitor's night is over, ensuring minimal wait times.



GROWLER-556

Casino visitors who follow the where-of-luxury cutters into the bowels of Old Town find all-night mod shops, where speeders are transformed into powerful machines that double as works of art. Engrby Rival's tailored Growler-556 is a growing advertisement for his trade. Its twin turbines give it a light ceiling of 30 miles, which would be illegal if not for a waiver granted after a generous donation to the Cantoria Transportation Ministry pension fund.

DATA FILE

- **MANUFACTURER** Arica Industries
- **MODEL** Growler-556 (modified)
- **CLASS** Independent
- **CREW** 1 pilot, 1 passenger
- **WEAPONS** None
- **AFFILIATION** None



STREETBOSS 50-50

Experienced and having made many visits and chauffeurs typically park visitors' speeders with confidence. However, Haly-Ten's vehicle is an exception, as every visitor leaving its lot orders Haly's Streetboss 50-50 not only looks itself but also defends its chosen lot with proximity alerts, and an out-purposed energy grid powerful enough to issue a Windows-downing and snagging. When the Streetboss speeds, normally attentive valets blanch and scatter.

DATA FILE

- **MANUFACTURER** Targemaster Workshop
- **MODEL** Streetboss 50-50
- **CLASS** Independent
- **CREW** 1 pilot, 1 passenger
- **WEAPONS** None
- **AFFILIATION** None

SOLARNOVA TT-86

Shedding Haly-Ten's SolarNova TT-86 is something that's rarely seen in the street parade, a completely unmodified speeder. But you don't need the services of a mod shop when you own one of its prototypes built by the offices of Vanguards, before his collecting that it does and dissects on the use of the Core Wars.



TRI-VANQUISH 7

As a speeder-modder himself, Tri-Cia Targemaster plans long-range clients past, present, and future. His latest creation is a custom speeder built on a SolarNova Tri-Vanquish 7 frame, ahead to carry out-gear before, a white smoked-glass windshield, and repurposed fuel unit a weapon, subsonic gun. Canto Bight's valets know to take their time parking Tri-Cia's creations, ensuring that they catch enough valet's notice.

DATA FILE

- **MANUFACTURER** Targemaster Workshop
- **MODEL** Tri-Vanquish 7 (modified)
- **CLASS** Independent
- **CREW** 1 pilot, 1 passenger
- **WEAPONS** None
- **AFFILIATION** None

THE *LIBERTINE*

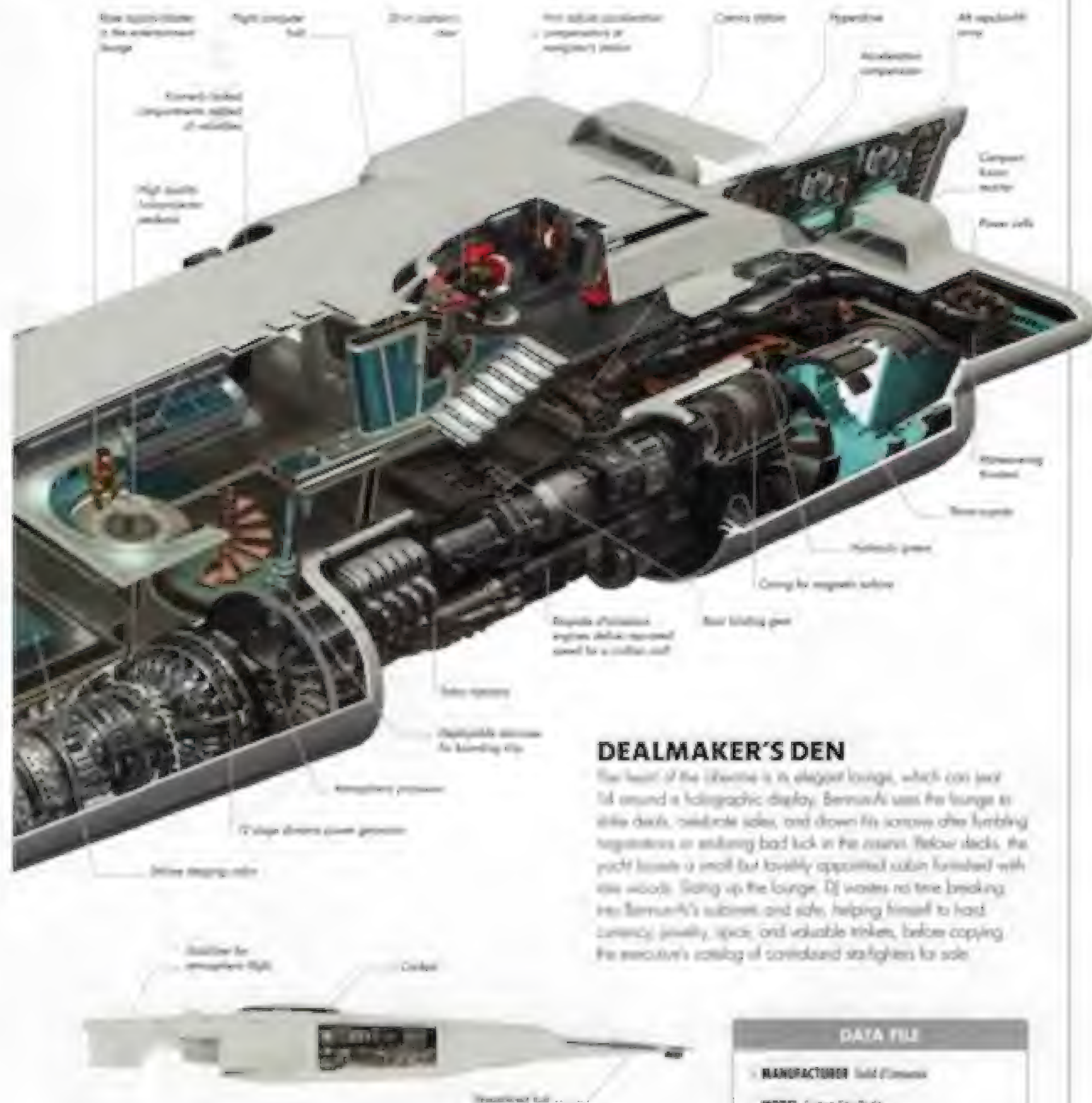
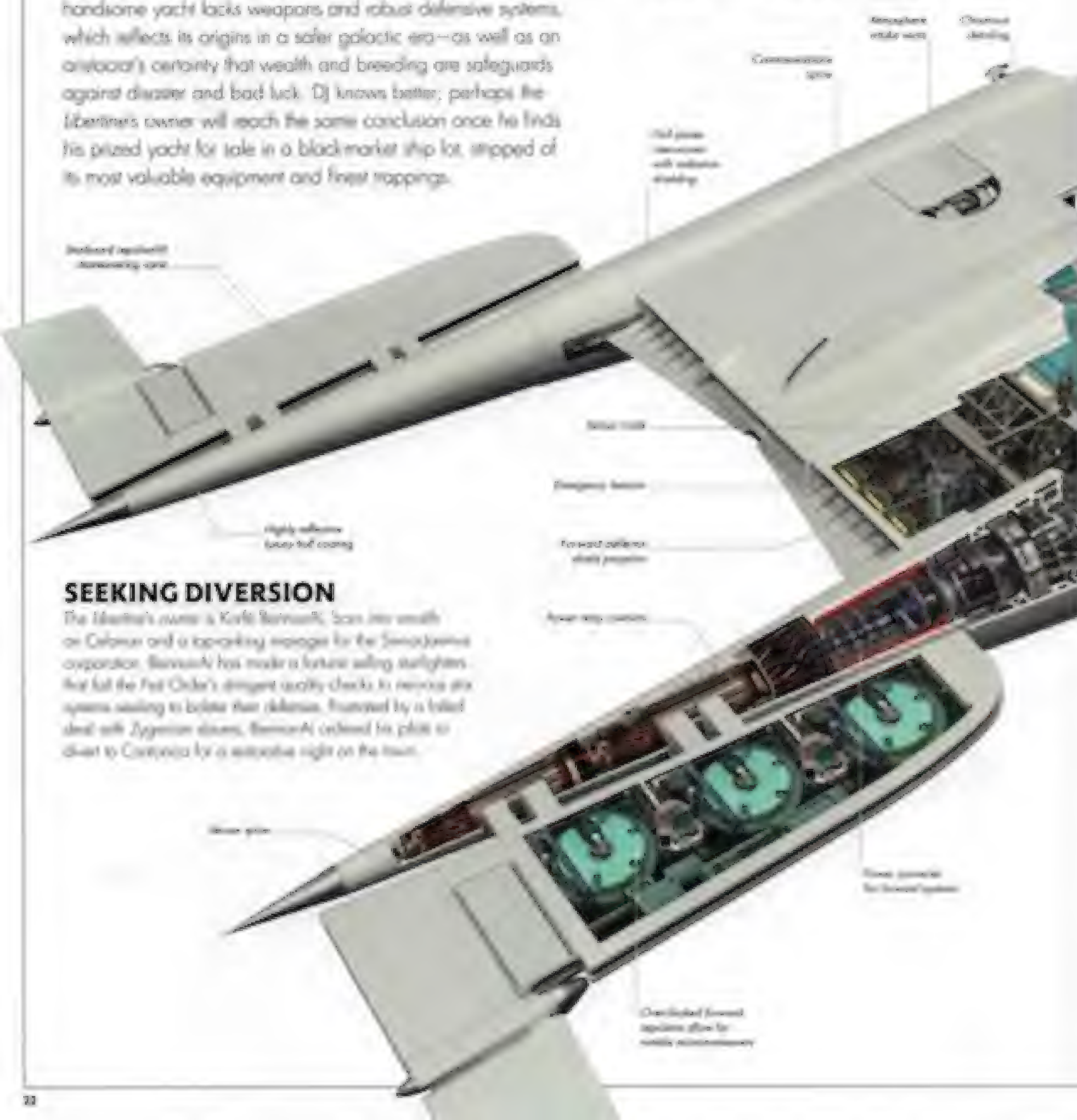
FOR THE JOURNEY from Cantonica to the First Order base, DJ decides to travel in style, searching Canto Bight's spaceport for a ride worthy of the rich payday he's about to enjoy. For a practiced criminal, it's all too easy. He slips past the guards and uses a computer spike and key bypass to slice through the anti-theft defenses of the *Libertine*, a sleek and stylish star yacht belonging to a highrolling executive turned arms dealer. The handsome yacht lacks weapons and robust defensive systems, which reflects its origins in a safer galactic era—as well as an orbweaver's certainty that wealth and breeding are safeguards against disaster and bad luck. DJ knows better; perhaps the *Libertine*'s owner will reach the same conclusion once he finds his prized yacht for sale in a black-market ship lot, stripped of its most valuable equipment and finest trappings.

SEEKING DIVERSION

The Marine's name is Kurt Bernhardt, born into wealth on Oahu and a top-ranking sponge for the Sino-American corporation. Bernhardt has made a fortune selling starfishes that fulfill the Red Order's demand weekly checks to remove any species willing to bolster their rebellion. Frustrated by a failed deal with *Zygospira* slugs, Bernhardt ordered his pilot to divert to Chiriqui for a lucrative night on the town.

STATUS SYMBOL

If you're in the right of the avenue connecting the library's lounge with its light deck, the seemingly out-of-place detail is a harbinger of a high-tech yacht, one constructed with acoustical insulation and antishock holds to ensure a ride as smooth as a luxury limousine or golf cart. Unfortunately, he'll have to shift the yacht in short order. But that's all right—in an emergency, many go yelting, or what many don't call yelting, but simply across the side.



DEALMAKER'S DEN

The heart of the scheme is its elegant lounge, which can twist 180 around a holographic display. Bernstein uses the lounge to strike deals, conduct sales, and down his screws after lurching negotiations or enduring bad luck in the markets. Below decks, the yacht houses a small but lavishly appointed cabin furnished with rose woods. Lying up the lounge, DJ wastes no time breaking into Bernstein's suitcase and safe, helping himself to hard currency, jewelry, liquor, and valuable trinkets, before copying the executive's catalog of coveted straighteners for sale.

ARTISANAL CRAFTWORK

It is a gallery where dual Maa dimensions volumes, from agriculture to manufacturing, nothing signals wealth and more like a luxury item made by organic hands. The *Mastine* was built in century ago by the shipwrights of the Gulf of Larissa in the Chalkidiki Island trade, like all *Mastine* yachts its design is unique. Registration date from the Bureau of Ships and Services indicates its first owner was the Kuwait diplomat Yusef of Kuhluk, who directed the ship the *Sawadbi*.

DATA FILE

- MANUFACTURER: *Field of Commerce*
- MODEL: *Custom Star Truck*
- CLASS: *Tramper*
- DIMENSIONS: *length: 32.72m (107.34ft); width: 26.10m (85.79ft); height: 7.60m (25.00ft)*
- CREW: *2 (pilot and co-pilot) plus up to 38 passengers*
- WEAPONS: *None*
- AFFILIATION: *None*

AT-HH

TUG WALKERS ARE BUILT to do one job: pull incredibly heavy loads under battlefield conditions. Their rows of legs—a design reminiscent of crustaceans or insects—supply enormous power while allowing the vehicle to keep moving even if multiple limbs are lost. Formally known as All Terrain Heavy Haulers (AT-HHs), tug walkers rely on a combination of escort vehicles and heavy onboard weapons for defense. Their flat top decks are sheathed in thick armor plates, and four swiveling corner turrets can repel attackers from all sides. AT-HHs are used to drag everything from disabled warships to prefabricated base modules. However, on Coruscant their payload is a terrifying First Order weapon: a mighty siege cannon whose destructive power relies on kyber crystals similar to those at the heart of the Death Star's superlasers.

INTERLOCKING DEFENSES

An obvious way to stop the stage warner would be to disable or destroy the tag themselves. But that's easier said than done with an ATPH—in addition to track error and evictorant tags, the tag warner can defend itself with the same mounted at each corner of its response. Five Order tactics also call for tag warner to be defended by sensors ranging from TF fighters to ATAs, ATMs, and buzzers patrolling on speeder

STRENGTH IN NUMBERS

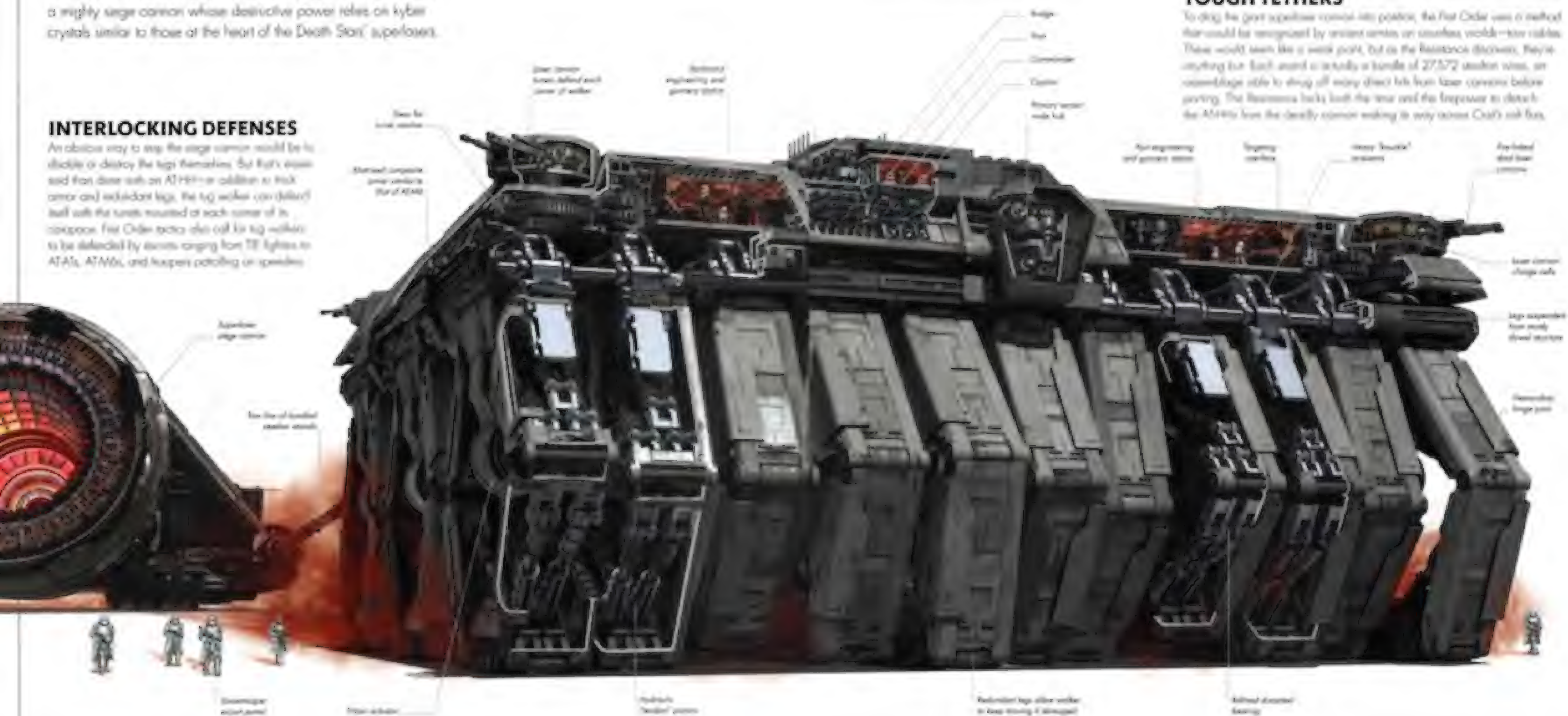
Traditional walkers can simply snap over the side of the bed (but would hit wheels) and locked wheels, but being even a single leg can turn them into a solid wedge. The A441 follows a strategy from the insect world. More legs means greater stability. The leg walker has three rows of legs. The front row holds 11 legs, while the rear two rows each have 10. The legs can rotate around four attachment points and be repositioned within the four-in-field hole on Domino's belt. A441's were able to hold insects (obviously with care) for 40 percent of their limbs repositioned.

DATA FILE

- MANUFACTURER** Earthshakers Steel Works
- MODEL** 81 Series Heavy Model 2000
- CLASS** Big armor
- DIMENSIONS** Length 29.5m (97ft) width 21.43m (70ft) height 14.27m (46ft)
- CREW** 9 (2 pilots, vehicle commander, 2 engineers, and 4 gunners)
- WEAPONS** 4 medium fire-linked dual beam cannons
- AFFILIATION** Iron Order

TOUGH TETHERS

To dig the great expense wound into positive, the Post Office uses a method that could be recognized by ancient armies or countless middle-class ladies. There would seem like a sure profit, but in the business districts, they're anything but. Each award is actually a bundle of 27,572 smaller wins, an onslaught able to drag off every direct hit from your company before paying. The business lacks both the time and the resources to detach the M44s from the closely spaced making its way across Coast's risk-free.



AT-M6

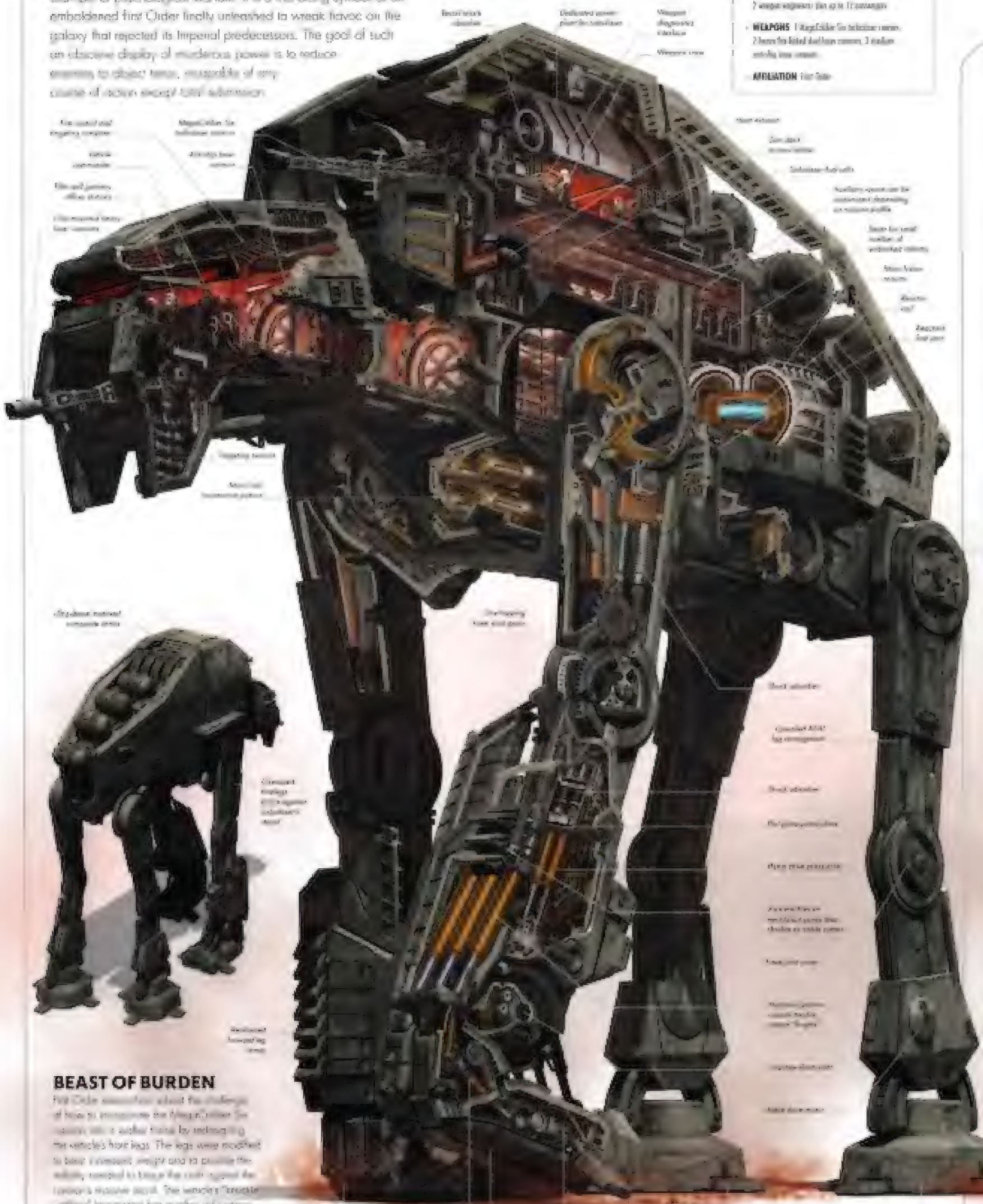
A TOWERING MACHINE seemingly plucked from nightmares, the All Terrain MegaCannibal Six brings devastating firepower to the surface of Coruscant. Sheathed in standard armor forged at secret facilities in the Unknown Regions, the massive AT-M6 is simultaneously a brutally effective siege engine and a lethal example of psychological warfare. It is a menacing symbol of an emboldened first Order finally unleashed to wreak havoc on the galaxy that rejected its Imperial predecessors. The goal of such an obscene display of murderous power is to reduce enemies to object terror, massacre of any course of action except total submission.

TOP GUN

The AT-M6 is fundamentally a pinion for the MegaCannibal Six turbolaser cannon, which dominates the weapon's massive fuselage. Intended to make siege warfare simple and short, the AT-M6 is powerful enough to punch through drill-resistant to reflect bombardment from orbit. Bringing the destructive power of a battalions of ground engagements requires a dedicated support class and a string of auxiliary fuel cells to reduce the cannon's recharge time.

DATA FILE

- MANUFACTURER** Kuat Industries Ltd.
- MODEL** AT-M6 MegaCannibal Six (AT-M6)
- CLASS** Siege engine
- DIMENSIONS** Length: 11.5m (37'9") with 17m (55'9") height; 10.5m (34'6") width
- CREW** 1 pilot, gunner, turret commander, and 7 weapon engineers (sit up in T-turrets)
- WEAPONS** 1 MegaCannibal Six turbolaser cannon, 2 heavy ion field defense cannons, 2 medium ion blaster cannons
- APPLICATION** War tank



High-speed and
engines, engines

MegaCannibal Six
turbolaser cannon

Various
components

High-speed and
engines, engines

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BEAST OF BURDEN

First Order engineers solved the challenge of how to maneuver the MegaCannibal Six across the surface of Coruscant by retooling the vehicle's host legs. The legs were modified to bear increased weight and to provide the stability needed to keep the unit steady on the planet's massive rock. The vehicle's "creeper walking" locomotion has another advantage: It gives the AT-M6 the aspect of a giant lumbering predator, making an already intimidating weapon even more fearsome to enemy eyes.

High-speed and
engines, engines

High-speed and
engines, engines

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FIRST ORDER WALKERS

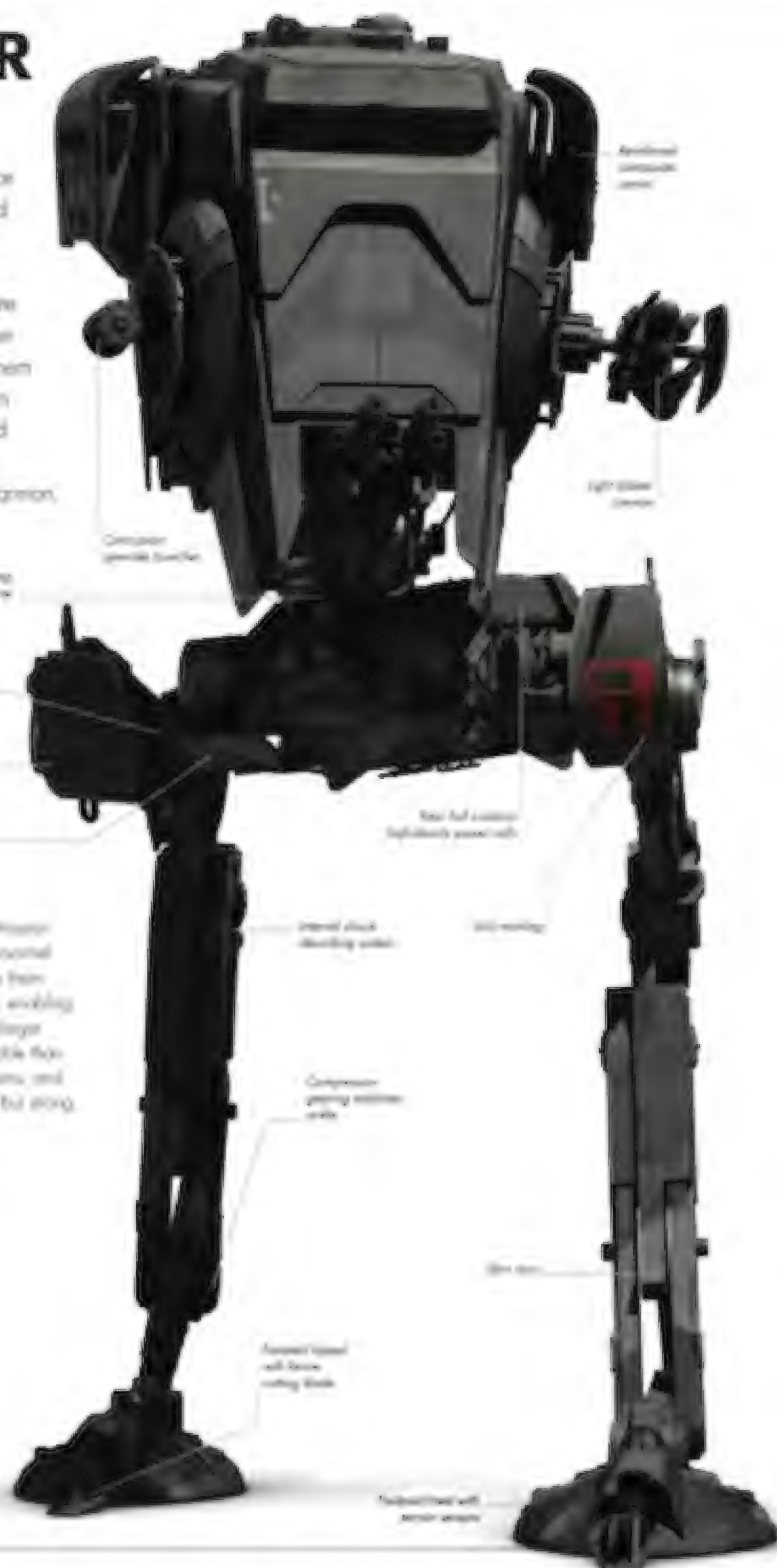
THE FIRST ORDER planned its ascendancy in hidden labs and secret shipyards beyond the veil of the galactic frontier, pursuing advances in weapons, armor, and related fields that built on Imperial research to create fearsome new war machines. But First Order scientists haven't let these advances blind them to the effectiveness of designs inherited from their predecessors. The assault force carried to Crait by Snoke's fleet includes not only AT-MGs, AT-HTs, and a superlaser siege cannon, but also familiar-looking AT-ATs and AT-STs.

AT-ST

Two-legged acid walkers are useful for a range of fitness problems, from overpronation and support to antipersonal speech-and-chewing cramps. Their ankle size makes them loose and even more comfortable than full-sized ALEs, making them a good choice for those who would bring their finger to a fist. The first-order ALEs are made with the highest quality materials to ensure maximum performance, and are also a lightweight, easy-to-use, lightweight, but strong.

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- **MANUFACTURER** Aeromarine (New York)
- **MODEL** First Order 40 Torpedo Speed Transport (4000)
- **CLASS** Gunboat/raider
- **DIMENSIONS** Length 4.4 km (27.3 mi), width 4.4 m (14.5 ft), height 8.8 m (29 ft)
- **CREW** 2 (pilot and gunner)
- **WEAPONS** 1 twin 50-mm cannon, 1 light 50-mm cannon, 1 concussion grenade launcher
- **AFFILIATION** First Order



AT-AT

The ATAT was one of the most heated components of the Inquest Army, equally effective as a ground attack vehicle and a psychological weapon. The first Order has war-like need to change an effective formula, deploying ATATs according to long-standing Inquest procedure. Search is carried out, however, the latest innovation of the ATAT benefits from improved targeting sensors and greater weapon exchange rates. Its toughest shell is different, less lightweight materials are fused in a note that is stronger than Inquest's own, but its heavy

DATA FILE

- MANUFACTURER First Order Shipyard, Seattle
- MODEL First Order 23-Tonner Assault Transport (FOTAT)
- CLASS Combat utility
- DIMENSIONS Length 24m (78.74ft); width 12.5m (41.01ft); height 2.5m (8.20ft)
- CREW 2 (pilot, gunner, and vehicle commander); plus up to 40 passengers
- WEAPONS 2 heavy laser cannons
- APPRECIATION First Order

RESISTANCE SHUTTLE

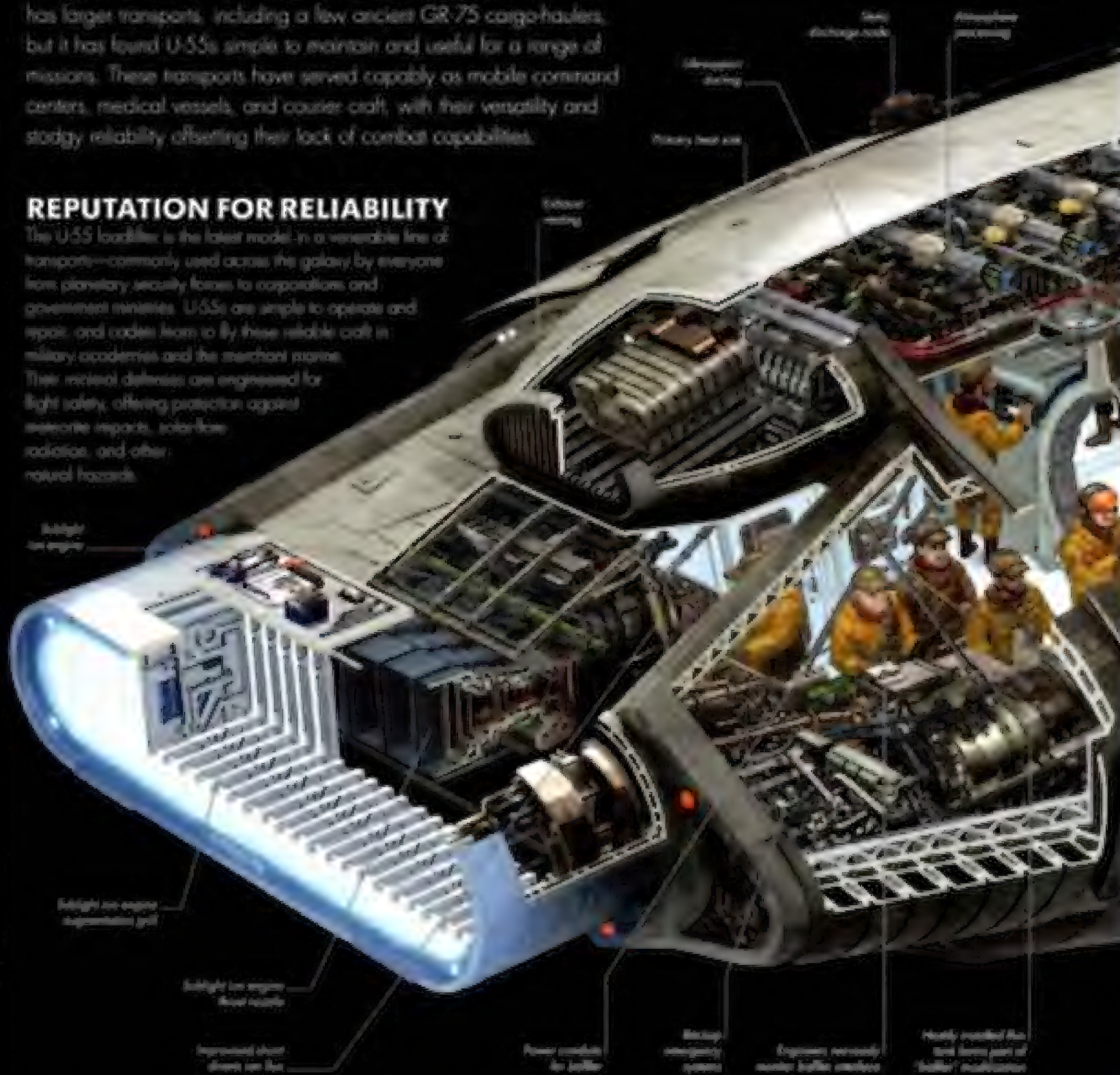
THE RESISTANCE RELIES on transports for any number of tasks, from ferrying equipment between bases to carrying command personnel to clandestine meetings with sympathetic New Republic bureaucrats. Formally known as U-55 loaders, these transports are unarmed, slow to maneuver, and incapable of faster-than-light travel. Transport pilots know they are easy prey for any enemies, and rely on fighter escorts to travel the spacelanes in safety. The Resistance has larger transports, including a few ancient GR-75 cargo haulers, but it has found U-55s simple to maintain and useful for a range of missions. These transports have served capably as mobile command centers, medical vessels, and courier craft, with their versatility and stodgy reliability offsetting their lack of combat capabilities.

REPUTATION FOR RELIABILITY

The USS localizer is the latest model in a venerable line of transports—commonly used across the galaxy by everyone from planetary security forces to corporations and government ministries. USSs are simple to operate and repair, and coders learn to fly these reliable craft in military academies and the merchant marine. Their critical defenses are engineered for flight safety, offering protection against meteorite impacts, solarflare radiation, and other natural hazards.

DATA FILE

- **MANUFACTURER** Terra Plast Systems
- **MODEL** 1-11-armed landfill
- **CLASS** (temp)
- **DIMENSIONS** length 22.4m (74.14ft)
width 12.34m (40.50ft) height 5.13m (16.86ft)
- **CREW** 1 (1 pilot, 1 engineer) plus up to 40 passengers
- **WEAPONS** None
- **AFFILIATION** Resistance



BAFFLING THE ENEMY

The Resistance has heavily equipped many of its most vulnerable vessels—shuttles, transports, frigates, and even escape pods—with jury-rigged baffle technology that makes them harder to detect. A young flight engineer, Ivo Ivo, created a prototype baffle to hide a Resistance bomber on a spy mission in the Ataru system, using a droid brain with an assembly of engine baffles, shields, and fuel tanks. After Ivo's creation successfully reduced the bomber's ion emissions and made its energy signature harder to detect, Vice Admiral Hobbie ordered his "good boys" clock that be collected throughout the fleet.



IMPROVISED ESCAPE

SKI SPEEDER

THE RESISTANCE HAS A TRACK RECORD of making ends meet with surplus New Republic warships, supplies obtained on the black market, and carefully maintained equipment from the Rebellion era. But ingenuity gives way to desperation when a First Order strike force corners the Resistance on Crait. Frantic repairs to ancient, rickety ski speeders that predate the Alliance lead to the debut of Poe Dameron's "Reb" Squadron. The fragile-looking ski speeders were originally civilian sports repulsorcraft, up-armed by long-gone rebel techs for use as patrol vehicles. These lightweight craft were never intended to take on anything bigger than the speeder bikes and ground vehicles favored by smugglers and pirates—but they now stand as the Resistance's last line of defense.

Common modifiable systems: hydroponics, climate, air filtration, power, comms, navigation, weapons, targeting, sensor suite, engine, fuel, life support, medical, maintenance, repair, and more. The ski speeder is a highly modular craft, allowing for a wide range of configurations. The most common configuration is the standard ski speeder, which is used for patrol and transport. Other configurations include the assault ski speeder, which is used for combat, and the reconnaissance ski speeder, which is used for scouting and intelligence gathering. The ski speeder is a highly versatile craft, capable of a wide range of tasks. It is a key component of the Resistance's fleet, and its performance is crucial to their survival.

RECREATIONAL VEHICLES

The early Empire witnessed a tail for control system, against in which competitors used along the surface of small networks, using fuel as a springboard for high-speed runs and spectacular stunts. The legendary manufacturer Roche Machines produced the Y-4 series of ski speeders, which boasted axial monorails to keep the speeders anchored, and boom-mounted holocameras to record maneuvers. Unfortunately, an undetected weapons installation led to the downing of several vessels, and their sale to the Outer Rim Grand Station Trade—a tragedy watched live by a horrified galaxy. As bookings plummeted, Roche Machines cancelled production and sold off its inventory untested pieces.

DATA FILE

- MANUFACTURER Roche Machines
- MODEL Roche's Y-4 Ski Speeder
- CLASS Transport
- DIMENSIONS Length 22m (72ft) with 11m (36ft) height 4.5m (14ft)
- CREW 1 pilot
- WEAPONS 7 external laser cannons
- AFFILIATION Resistance

UNLIKELY BUYERS

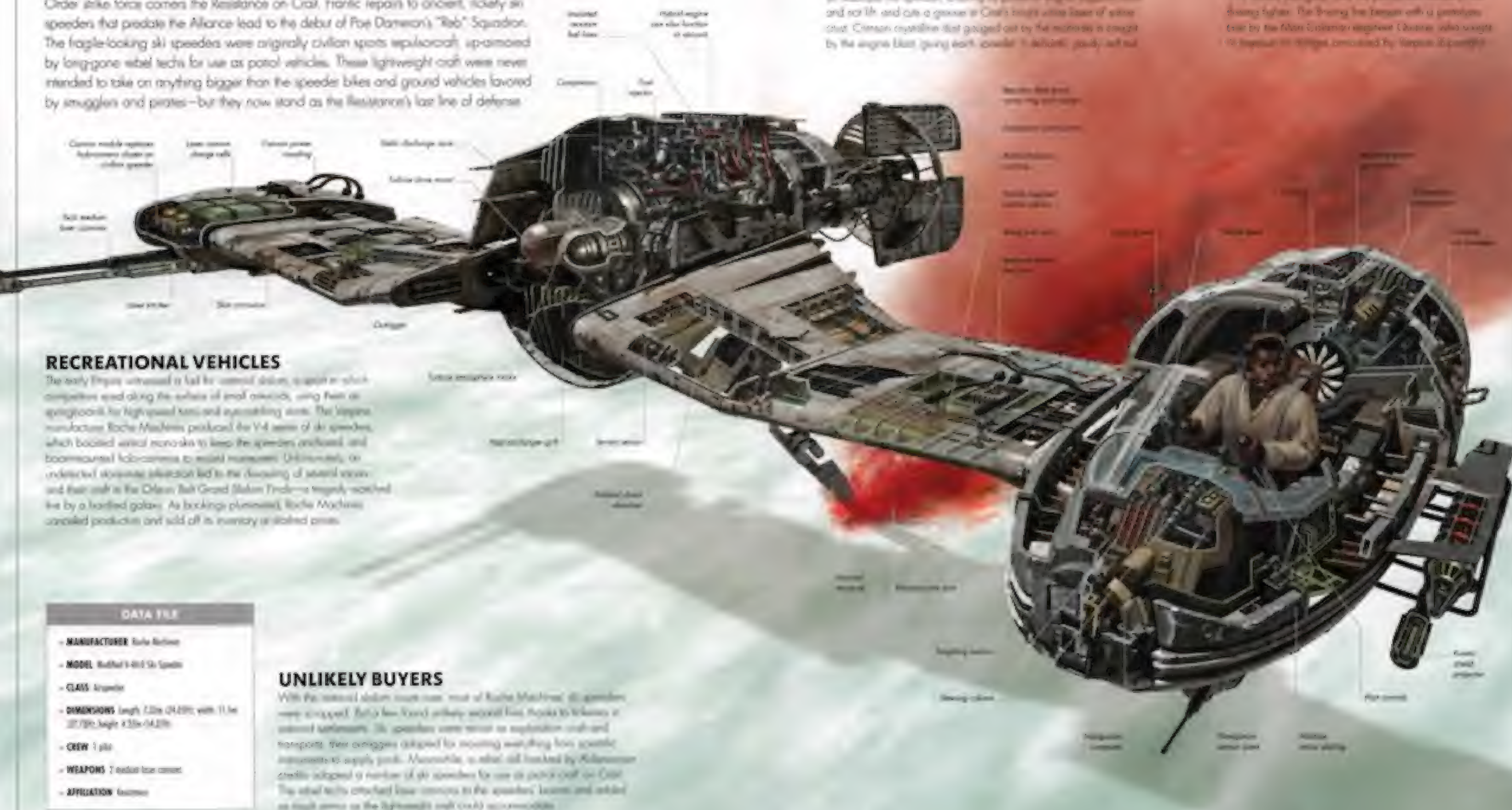
With the Imperial station under siege, most of Roche Machines' stockpiles were scrapped. But a few found unlikely second lives thanks to tinkers in outer-system backwaters. Ski speeders were turned to exploration craft and transports, then smugglers adapted for moving everything from exotic ingredients to supply pods. Meanwhile, a rebel cell headed by Kallusman credits adapted a number of ski speeders for use as patrol craft on Crait. The rebel techs attached laser cannons to the speeders' beams and added as much armor as the lightweight craft could accommodate.

CRIMSON CALLING CARD

Ski speeders were designed for use on planets, where there is enough gravity for repulsors to engage, but not enough to fly. They pose a tricky riddle to pilots in the lower gravity of a planetary surface—the maximum velocity depends on how the lightweight craft is thrown into the air with every bounce. The vertical mono rail stabilizes the speeder, ensuring its powerful engine supplies thrust and control, and cuts a groove in Crait's bright white base of white dust. Crimson crystalline dust gouged out by the monorail is caught by the engine blast, giving each "craider" a distinct, gaudy red tail.

FAMILY RESEMBLANCE

Timing up his first ski speeder, Poe Dameron compares it to the "a flying hot rod." The signature feature is clear to him: it's the "hot rod" look. The ski speeder's cockpit and engine design, and its wings, are reminiscent of Imperial ship designs, which include the TIE fighters, the TIE Advanced fighters, and the TIE Interceptor. The flying hot rod look is a nod to the Imperial TIE fighters, which were designed by George Lucas. The flying hot rod look is a nod to the Imperial TIE fighters, which were designed by George Lucas.





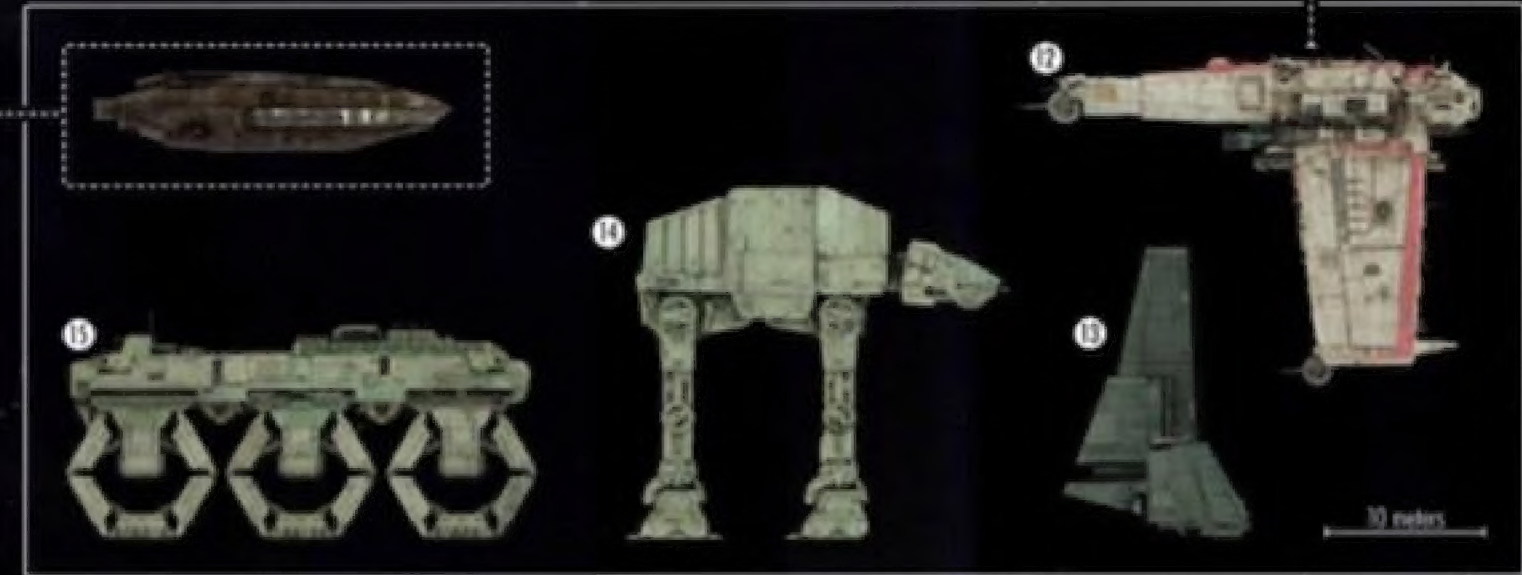
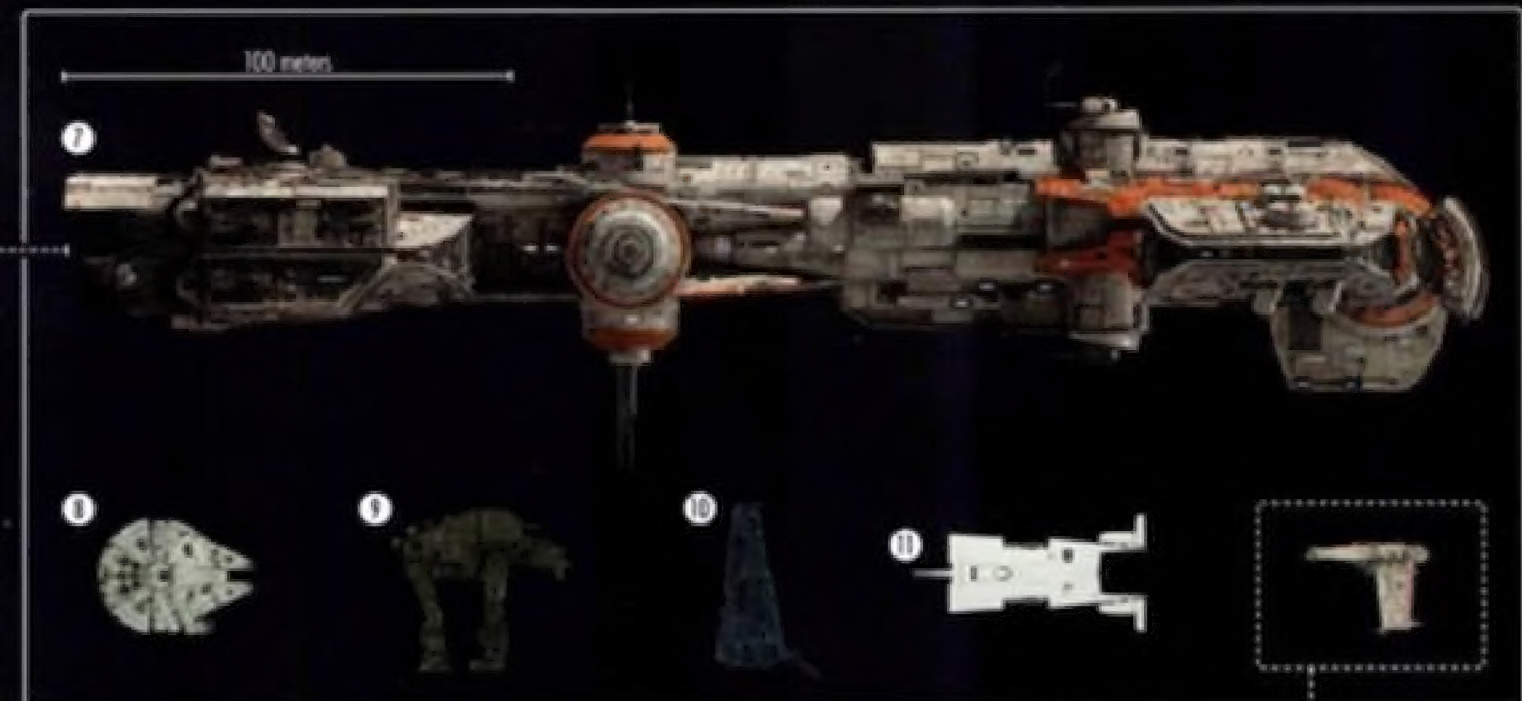
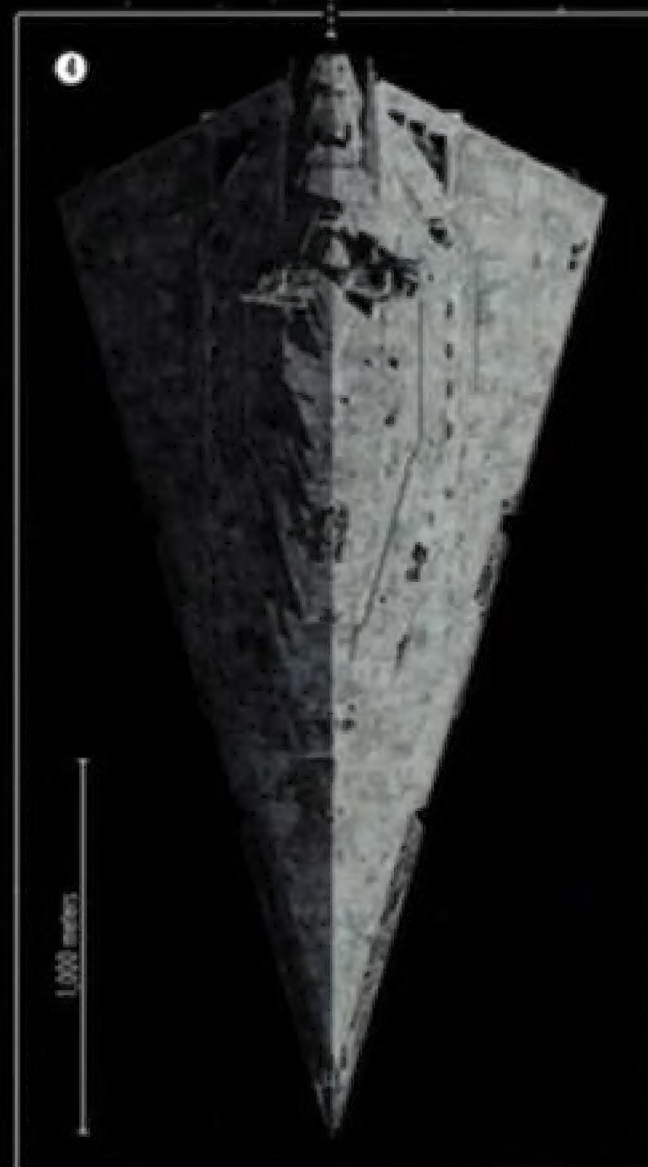
LAST STAND

Stopped on the barren salt flats of Crait and facing almost certain destruction, the surviving pilots of the Resistance charge their ski speeders straight at the First Order's invasion force.

SIZE COMPARISON



1. *Enterprise* Width: 60,142.68m (198,830.64ft)
2. *Fulminator* Length: 7,669.71m (25,163.04ft)
3. *Raiden* Length: 3,438.37m (11,280.78ft)
4. *Fusioner* Length: 2,913.84m (9,566.4ft)
5. *Aradyn* Length: 569.17m (1,867.74ft)
6. *Vigil* Length: 494.92m (1,623.31ft)
7. *Niska* Length: 316.05m (1,036.94ft)
8. *Millennium Falcon* Length: 34.52m (113.25ft)
9. *A1 HX* Height: 30.18m (99.01ft)
10. *Updell-class shuttle* Height: 37.2m (122.03ft)
11. *Libertine* Length: 52.92m (173.62ft)
12. *W-100 StarFortress* Length: 29.67m (97.34ft)
13. *First Order light shuttle* Height: 18.27m (59.94ft)
14. *First Order A1-A1* Height: 22.03m (72.28ft)
15. *A1 HX* Height: 14.27m (46.83ft)
16. *U-53 landfighter* Length: 22.63m (74.24ft)
17. *T-70 X-wing* Length: 12.76m (41.86ft)
18. *R2-D2 A-wing* Length: 7.64m (25.08ft)
19. *First Order T8 fighter* Length: 6.61m (21.69ft)
20. *Resistance transport pod* Length: 7.73m (25.36ft)
21. *T8 slimmer* Length: 17.43m (57.19ft)
22. *Canto Bight police speeder* Length: 3.95m (12.96ft)
23. *Ski speeder* Width: 11.3m (37.24ft)
24. *First Order A1-S1* Height: 8.81m (28.91ft)





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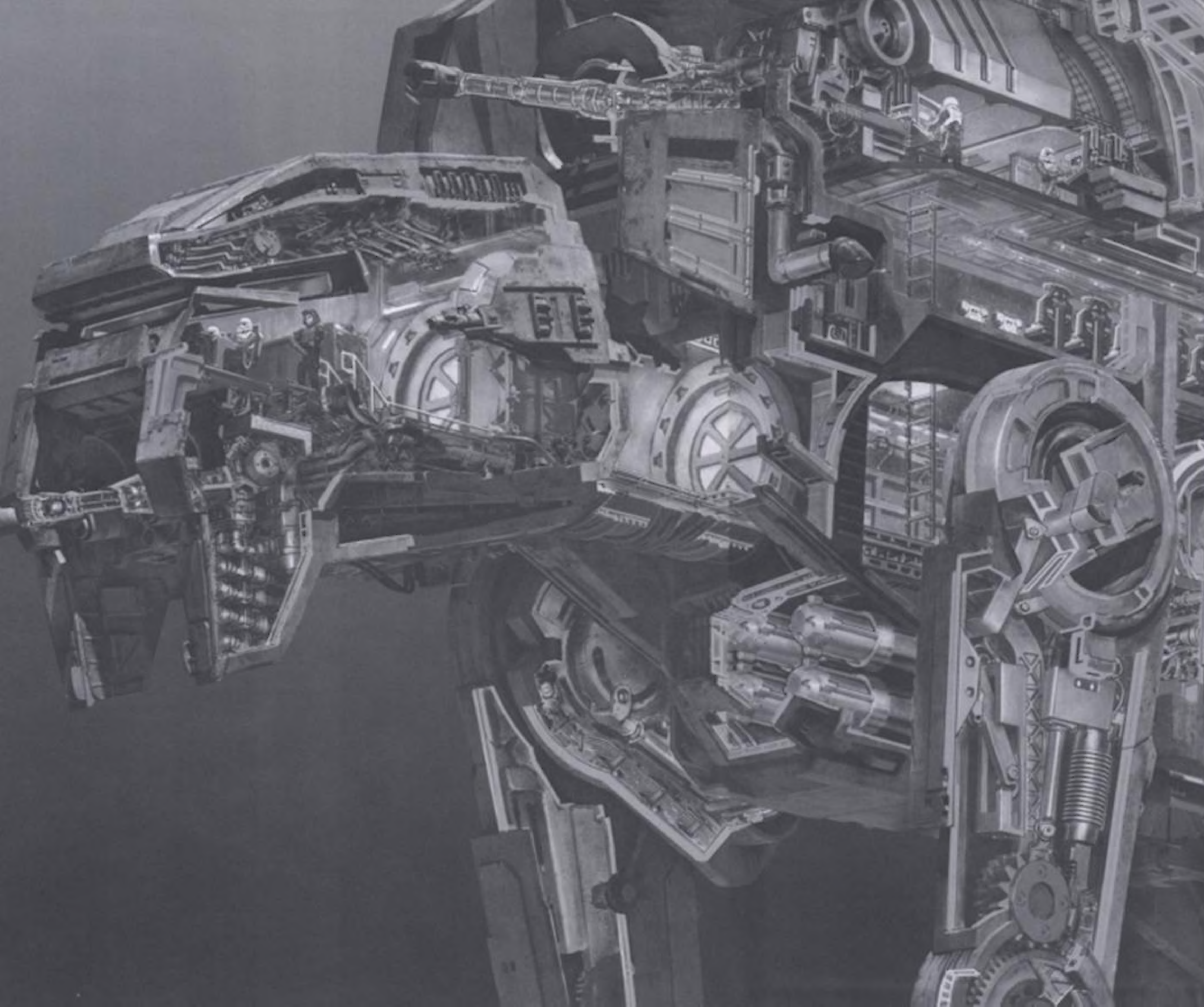
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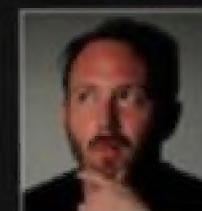
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KEMP REMILLARD has been a professional concept artist and illustrator for games, film, and commercials since 2004. In 2015 he was approached to illustrate *Star Wars: The Force Awakens Incredible Cross-Sections* for DK Publishing in conjunction with Lucasfilm. Since then Kemp has directed most of the *Star Wars* gallery, providing new artwork for the updated edition of *Star Wars: Complete Locations*, and cross-section vehicle illustrations for *Star Wars: Rogue One: The Ultimate Visual Guide*. Kemp enjoys art, design, history, vehicles, characters, stars, wars, peace, space, history, and many other subjects that help him envision the *Star Wars* galaxy. He currently lives in Berlin.

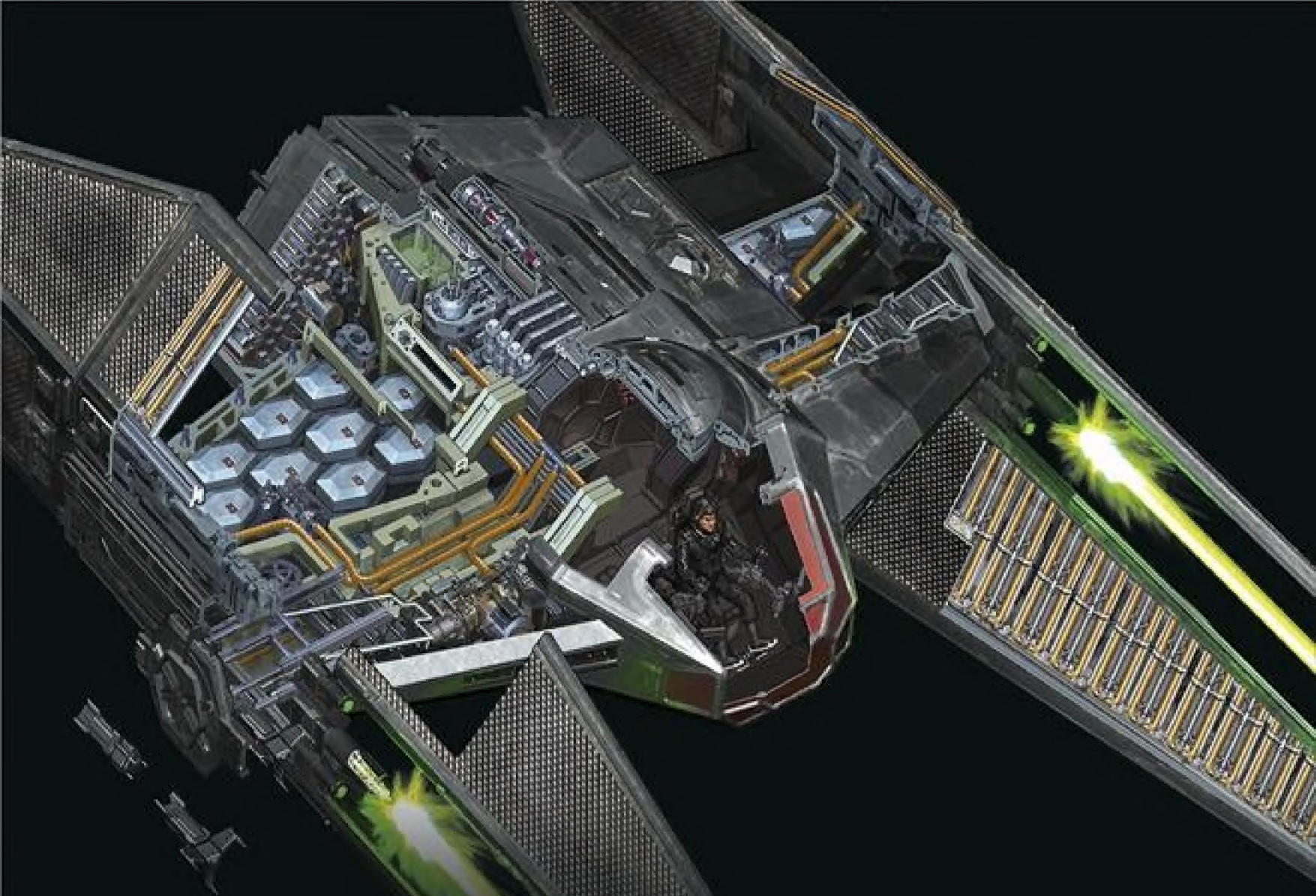
THE AUTHOR



JASON FRY has written or co-written more than 40 novels, short stories, and other works set in the galaxy far, far away. His recent works have included the *Servants of the Empire* quartet, *Star Wars: The Force Awakens Incredible Cross-Sections*, and the reimagining of *Star Wars: The Last Jedi*. He is also the author of the *Jayton Prime* young adult space fantasy series. He lives in Brooklyn, New York, with his wife, son, and about a million tons of *Star Wars* stuff.

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